THE *OFFICIAL* GUIDE FROM NINTENDO POWER®

GAME BOY® ADVANCE

MARIO & LUIGI™ SUPERSTAR SAGA

THE OFFICIAL Nintendo® PLAYER'S GUIDE

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MARIO & LUIGI™
SUPERSTAR SAGA
THE OFFICIAL NINTENDO PLAYER'S GUIDE

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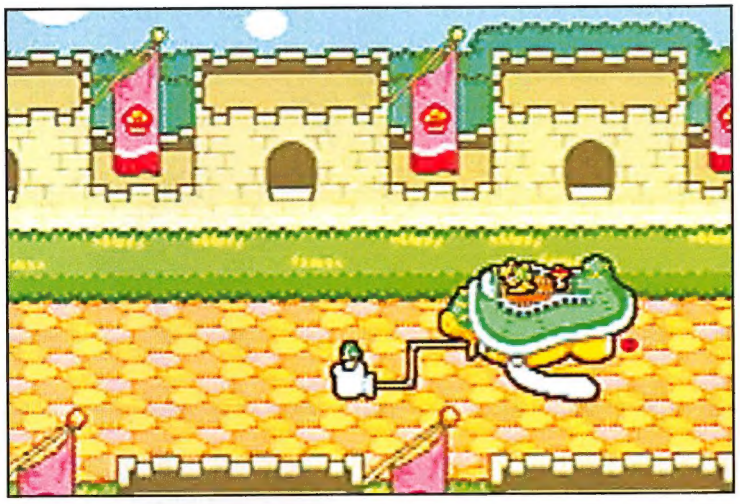
A Tale of Two Brothers

All seems peaceful in the Mushroom Kingdom. Mario and Luigi are enjoying some rest and relaxation at home, while Princess Peach prepares to welcome a goodwill ambassador from the neighboring Beanbean Kingdom. When the ambassador presents Peach with a gift, however, the princess is engulfed in a green mist that robs her of her voice and replaces it with explosives!

The visitor reveals herself to be not a goodwill ambassador, but the evil witch Cackletta.(Accompanied by her malevolent sidekick, Fawful, the vile villain takes off with the princess's voice, leaving the kingdom's ruler unable to speak without damaging her own castle.) Toad rushes to Mario and Luigi's house, frantically trying to explain the tragic events. After they form an uneasy alliance with an old nemesis, our heroes embark on an adventure in a strange new land.



SUPERSTARS

Superstar Saga features some familiar characters from the Mushroom Kingdom, as well as a number of new faces from neighboring Beanbean.

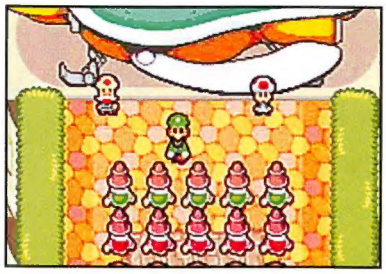
MUSHROOM KINGDOM STARS

MARIO

When Princess Peach's voice is stolen, the always-reliable Mario rushes to the rescue. The adventure that follows will be his most challenging to date, but with Luigi by his side, Mario will have quite a few new moves and abilities at his disposal.

LUIGI

Luigi starts out as a reluctant participant, but despite constant ridicule (and having his name forgotten), he quickly becomes a valuable member of the team. By the end of the journey, he'll be every bit as heroic (and almost as courageous) as his more-famous brother.



PEACH

Princess Peach's voice, considered to be the most pure and beautiful in all the land, has been replaced with explosives by the dastardly duo of Cackletta and Fawful. As one can imagine, it's difficult to rule a kingdom when part of it blows up every time you speak.

BOWSER

Bowser arrives shortly after Peach's voice is stolen, intending to kidnap the princess—until he learns of her new ailment. He forges a temporary alliance with his longtime adversaries, Mario and Luigi, in the hopes of recovering the princess's voice so he can then kidnap her.

BEANBEAN KINGDOM STARS

PRINCE PEASLEY

The dashing Prince Peasley is the hero of the Beanbean Kingdom. Though he may seem a bit obnoxious at first, he'll help Mario and Luigi quite a bit throughout their journey.

QUEEN BEAN

Your first encounter with Queen Bean will be decidedly unpleasant, but soon afterward you'll learn that she's a kind and beloved ruler. Unfortunately, she possesses something that Cackletta wants.

LADY LIMA

Lady Lima is Queen Bean's most trusted servant and runs the day-to-day affairs of the castle. Your first meeting with her isn't exactly cordial either.

GUARDS

Beanbean Castle's guards may not be the brightest beans on the vine, but they're fiercely loyal to the queen and her people. If you're not authorized, they will not let you pass.

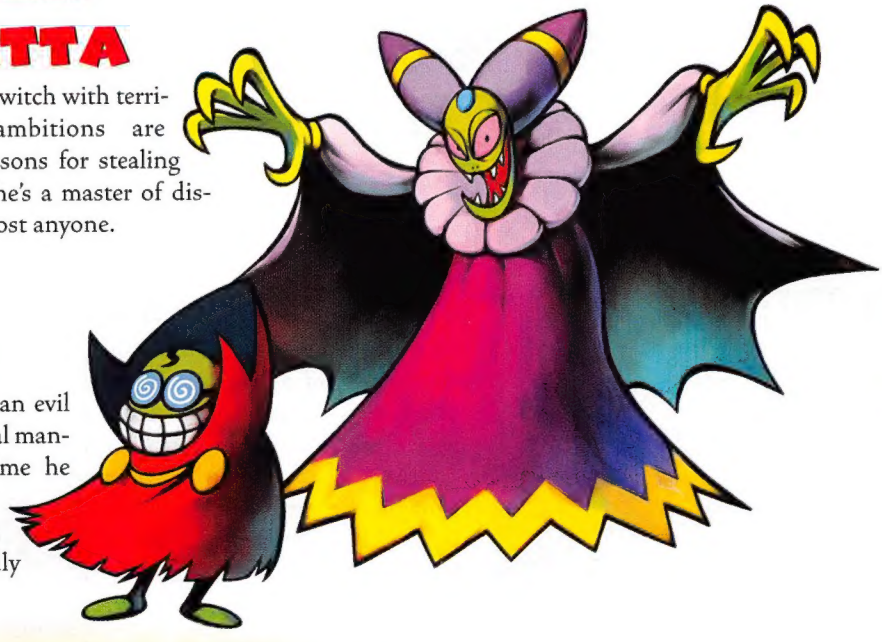
PEA

Lady Lima's advisor frequently offers Mario and Luigi helpful words of wisdom. He's also probably the only person in the Beanbean Kingdom who doesn't make fun of Luigi at least once.

VILLAINS

CACKLETTA

Cackletta is a mysterious witch with terrifying powers. Her ambitions are unknown, as are her reasons for stealing Princess Peach's voice. She's a master of disguise, able to imitate almost anyone.



FAWFUL

Cackletta's henchman is an evil genius with a very unusual manner of speech. Every time he confronts Mario and Luigi, he launches into a semicoherent yet wildly amusing rant.

POPPLE

Popple is a master thief in constant search of a dependable sidekick. He and his various trainees will be a frequent thorn in our heroes' sides.

Game Basics

The controls and gameplay in Mario & Luigi: Superstar Saga are unlike those of any adventure that the brothers have starred in before. Below are the control setups for Game Boy Advance and Game Boy Player.

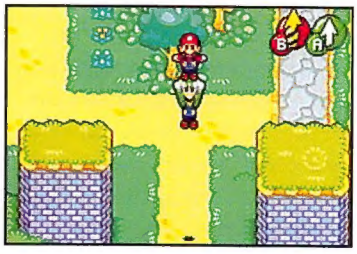
CONTROLLING BOTH BROTHERS

You'll control both brothers simultaneously, with one following behind the other as you manipulate the Control Pad. To switch their positions, press the Start Button. Each brother can perform a number of independent moves called Solo Actions.

SOLO ACTIONS page 8

WORKING TOGETHER

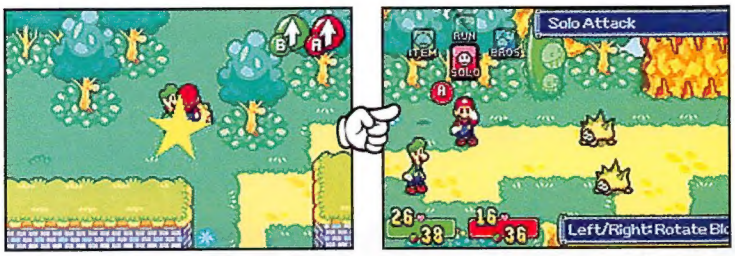
Mario and Luigi can also team up for a variety of cooperative moves called Bros. Actions. You'll learn new Bros. Actions from other pairs of siblings as you progress through the game. Each one can be used both on the field and in battle. It's all about teamwork.



BROS. ACTIONS page 10

ENEMY ENCOUNTERS

Unlike in most RPGs, there are no random encounters in Mario & Luigi: Superstar Saga. You can see the enemies on the field map, and battle commences only when you come in contact with them (or one of their projectiles). Therefore, you can try to avoid them if you wish.



BATTLE MODE page 12

NO REST FOR THE WEARY

In another defiance of genre conventions, there are no inns in the game where you can replenish the brothers' Hit Points and Bros. Points. When you defeat a boss, you'll replenish both. You can also consume certain items to refill one or the other.

Mario and Luigi are too busy to spend a night sleeping at a hotel. If they need to recover some HP, they can snarf down a tasty Mushroom instead.

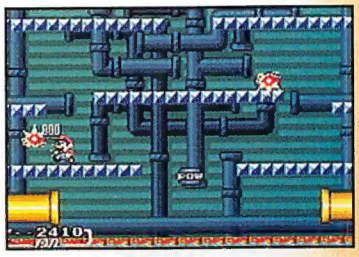
PACK YOUR SUITCASE

The suitcase serves as your information and inventory screens. Toadsworth will give it to you as you're leaving Toadtown Square. If you're playing on a GBA, press the Select Button to open the suitcase. If you're playing with a GCN Controller, press the X or Y Button.

SUITCASE page 18

MARIO BROS.

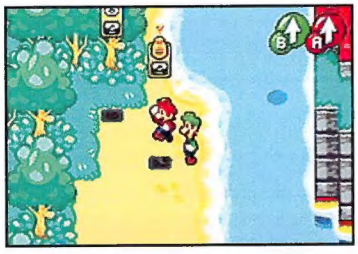
If you need a break from saving the Beanbean Kingdom, you can play Mario Bros. Classic or Mario Bros. Battle, both of which are included on the Mario & Luigi: Superstar Saga Game Pak. Select them from the title screen.



MARIO BROS. page 128

ITEMS AND EQUIPMENT

Items and equipment are crucial to our heroes' survival. The most common way to acquire items is to bash the ? Blocks scattered throughout the kingdom. You can also purchase items and equipment at shops, and you'll occasionally receive an item at the end of a battle.



Be sure to hit every ? Block you come across. You never know what you'll find inside.

You can use your coins to buy items and equipment at the various shops in the Beanbean Kingdom.

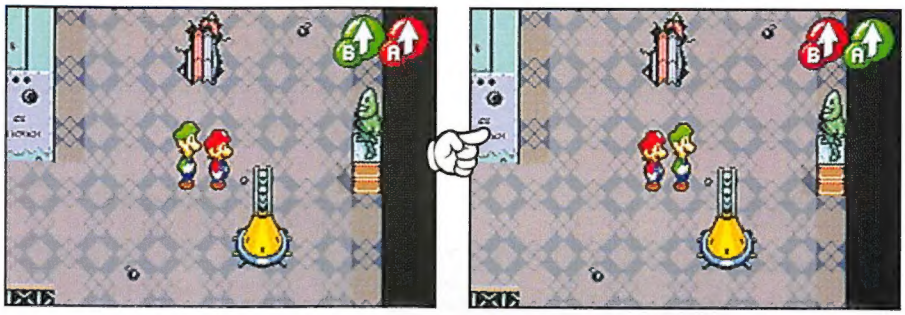
SHOPS page 20

Field Actions

Over the course of their adventure, Mario and Luigi will learn a variety of new moves. Mastery of each one is vital to their success.

Action Icons

The icons in the upper right-hand corner of the screen indicate which action will be performed if you press the corresponding button. You can switch the icons by pressing R for the character in front and L for the character in back. To flip-flop the characters' positions, press the Start Button.



Solo Actions

Jump

The jump is the Mario Bros.' bread and butter. Use it to go up small steps, bash blocks and stomp on enemies. You can have the brothers jump independently by pressing only A or B, or at the same time by pressing both buttons simultaneously.

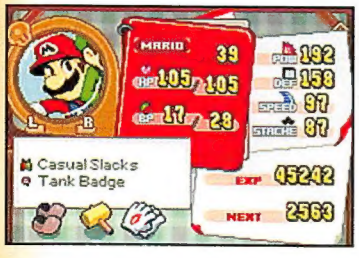
Action Unavailable

When you see a gray X over the action icon, you'll be unable to perform the action. Keep in mind that many Bros. Actions require the brother in the rear to be standing directly behind the brother in front.

Both brothers must be standing on the same level for you to use any of their Bros. Actions.

Hammer

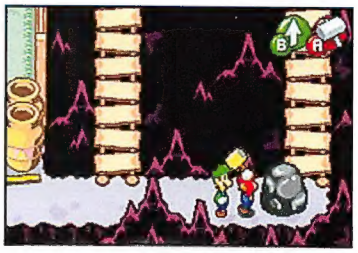
Partway through your journey, Mario and Luigi will each receive a hammer from the Hammerhead Bros. With the tools, you'll be able to smash rocks, hit buttons on walls and bop enemies on their noggins. At certain points in the game, the hammers can be upgraded.



Super Hammer

You won't be able to smash gray rocks until the Hammerhead Bros. upgrade your mallets to Super Hammers.

Ultra Hammer

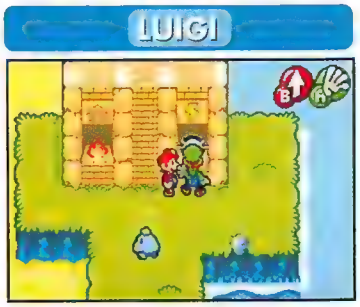


After the second upgrade, you'll have Ultra Hammers, capable of breaking even the extra-hard black rocks.

HAND POWER

Unlike the jump and the hammer, each brother's Hand Power is unique. Mario learns the Firebrand, which enables him to produce a flame. Luigi learns the Thunderhand, giving him the ability to electrocute things with his fingertips.

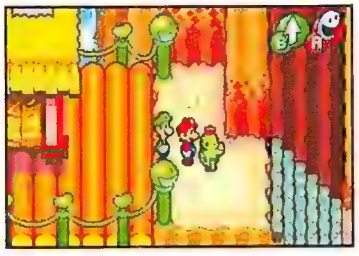
Mario's Firebrand can ignite torches, fireplaces and Luigi's pants, all without a match!



Luigi's Thunderhand enables him to provide power to electrical conductors, as well as give his brother a jolt.

TALK

When you approach another character, the Talk icon will automatically appear for the brother in front. Press the A Button to begin chatting. Most of the people in Beanbean Kingdom have something interesting or useful (or both) to say.

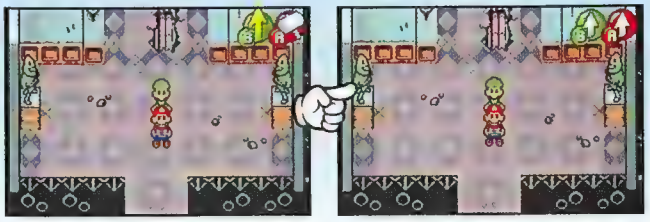


EXAMINE

When the Examine icon appears, you can press the A Button for more information on whatever you're standing in front of. Be sure to gather as much information as possible on your travels. It's not every day Mario and Luigi explore a new kingdom.

QUICK RESET

Sometimes you'll need to jump quickly after performing an action. By pressing L and R at the same time, you can reset both action icons to Jump. The shortcut is particularly useful when there are enemies nearby that you wish to stomp on or avoid.

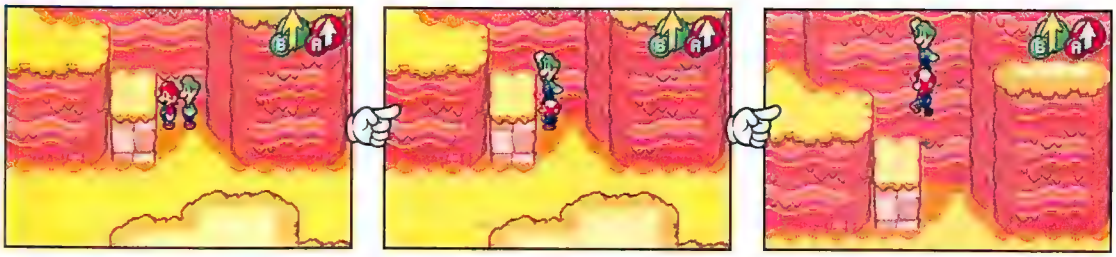


USING NEW ACTIONS IN BATTLE

Every time you learn a new action, the siblings who taught it to you will offer to demonstrate how to use it in battle. Beyond expanding your offensive options, the new actions are oftentimes necessary to defeat certain foes. See pages 12-17 for more information.

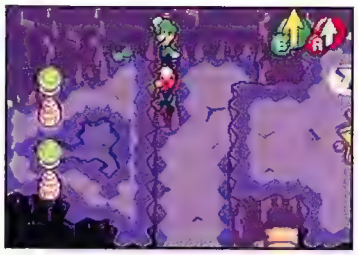
BROS. ACTIONS

With a Bros. Action, the rear character uses the front character to perform a move. Press the L Button to choose an action, then press B to execute it. As you'll see below, Mario and Luigi each have their own distinct Bros. Actions.



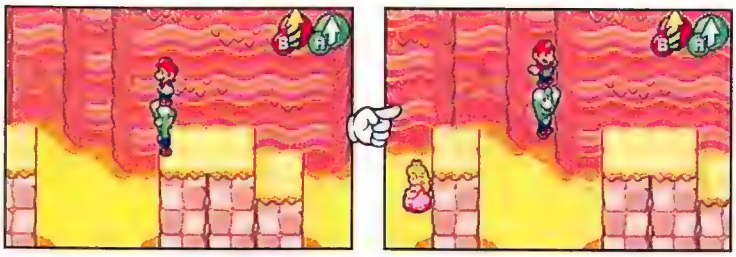
HIGH JUMP (LUIGI IN BACK)

Luigi will bounce off Mario's head and propel both himself and his brother high into the air. You can change direction in midjump with the Control Pad. Use the high jump to reach tall ledges and hit flying enemies.



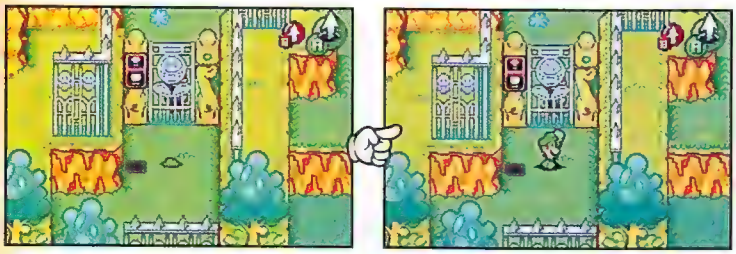
SPIN JUMP (MARIO IN BACK)

Mario will hop on Luigi's shoulders and spin the duo through the air, enabling them to fly across large gaps (they'll eventually touch back down as Mario loses momentum, however). Use the Control Pad to steer in the desired direction.



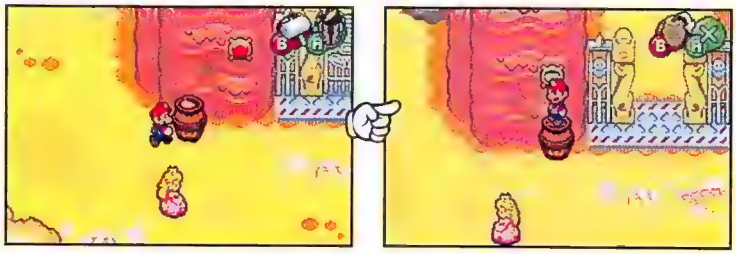
LUIGI DUNK (MARIO IN BACK)

With the Hammer icon selected, Mario will pound Luigi into the dirt when you press the B Button. While Luigi is underground, you can have him burrow underneath gates—press the A Button to make him jump out of the ground on the other side.



BARRELS (MARIO IN BACK)

You can hop inside a barrel with Luigi by burrowing underneath it and pressing the A Button. To jump on top of the barrel with Mario, press the L Button until the Barrel icon appears, then press B. Do the same to hop off. To have Luigi break out of the barrel, press A again.

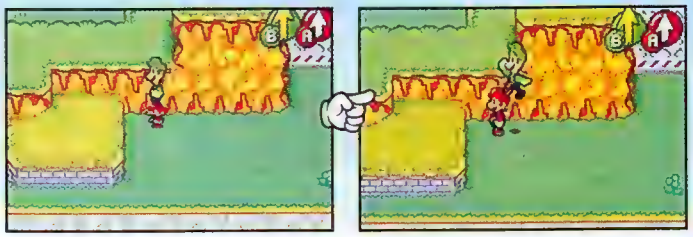


MINI-MARIO (LUIGI IN BACK)

Luigi can use his hammer to shrink Mario. When Mario is wee-tiny, he can squeeze through holes and explore areas that he'd be unable to at full size. To return him to his normal height, press the B Button to hit him with Luigi's hammer again.

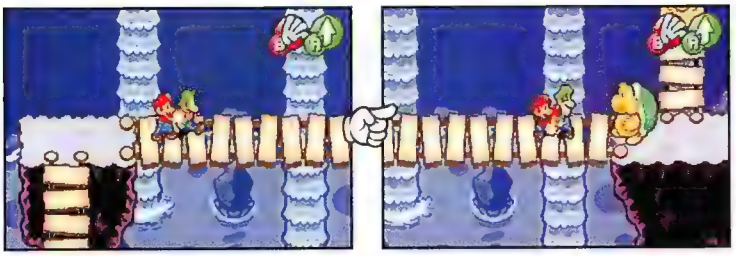
CANCEL A BROS. ACTION

You can cancel any Bros. Action immediately by pressing the A Button. It's especially important to keep that in mind when you're being swarmed by enemies.



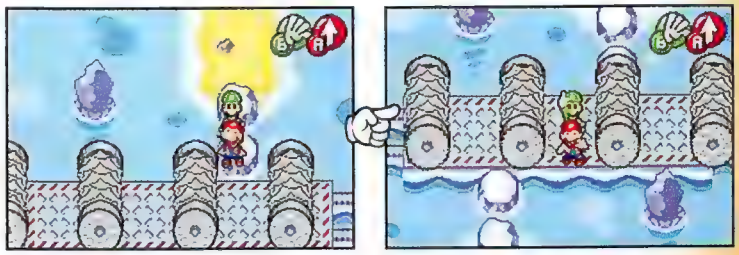
DASH (MARIO IN BACK)

By using the Firebrand to light Luigi's pants on fire (we kid you not), Mario can make the brothers sprint across the screen at high speed. The dash maneuver is the only way to knock over the giant turtles that block various paths throughout the kingdom.



SHUFFLE (LUIGI IN BACK)

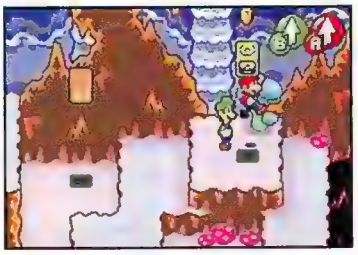
We can understand lighting a fire under somebody's butt (literally) to get him moving, but we can't figure out why Luigi has to electrocute his brother for the two to shuffle sideways. Whatever the reason, it allows you to get past the rolling bars such as the ones pictured below.



BLOCKS AND FIELD FEATURES

BLOCKS

During your journey, you'll come across a variety of blocks. To activate a block, simply jump while standing underneath it.



? BLOCK

The most common blocks in the game, ? Blocks contain items or coins.

BROS. BLOCK

The brothers must take turns hitting a Bros. Block to continue receiving coins.

COUNT BLOCK

As you take more coins from a Count Block, it starts moving faster.

WIDE BLOCK

Wide Blocks are like Bros. Blocks, but they randomly alternate between bros.

SWITCH BLOCK

Switch Blocks trigger an event, typically opening a door or lowering a gate.

SIMU-BLOCK

Simu-Blocks always come in pairs. You must hit both simultaneously.

SAVE ALBUM

When activated, Save Albums allow you to save your progress.

OTHER FEATURES

In addition to blocks, you'll find a number of objects while exploring the Beanbean Kingdom. You must learn how to use them in order to advance.

BIKE PAD

If you take turns jumping on the Bike Pads, the brothers will pedal through the air.

BUTTON

Hit the red buttons with your hammer to open a door or trigger some other event.

FOUNTAIN

Mario can store excess water in his body by drinking from a fountain (simply walk up to the fountain with Mario in front). Luigi will learn various means to make his brother spit out the water.

WHIRLWIND

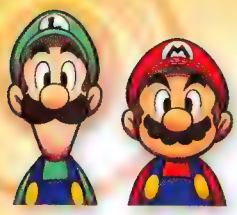
Whirlwinds allow Mario and Luigi to propel themselves farther during a spin jump.

SPRING PAD

You can bounce off a Spring Pad to jump over walls or hedges.

CONDUCTOR

If you use Luigi's Thunderhand to activate an electrical conductor, it will typically supply power to a nearby door and open it.



Battle Actions and Strategies

The following six pages detail every aspect of the the game's innovative and unconventional battle system.

BATTLE BASICS

BATTLE STRUCTURE

Battle commences when you come in contact with an enemy on the field. You and your foes will then take turns performing battle actions. Should you emerge victorious, you'll receive experience points, coins and possibly items.

BATTLE MODE CONTROLS

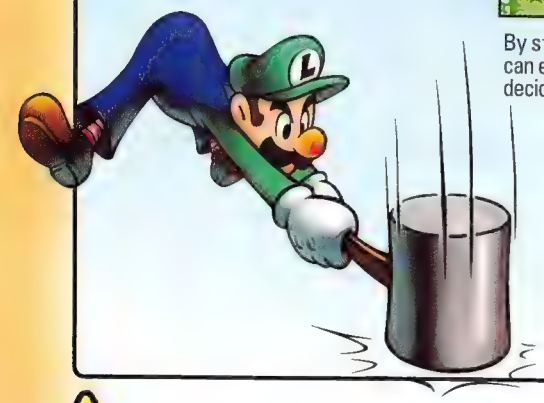
In battle, the A Button controls Mario and the B Button controls Luigi, regardless of who was in front when you came in contact with the enemy. After you've selected a brother's command with the Control Pad, press his corresponding button to confirm.

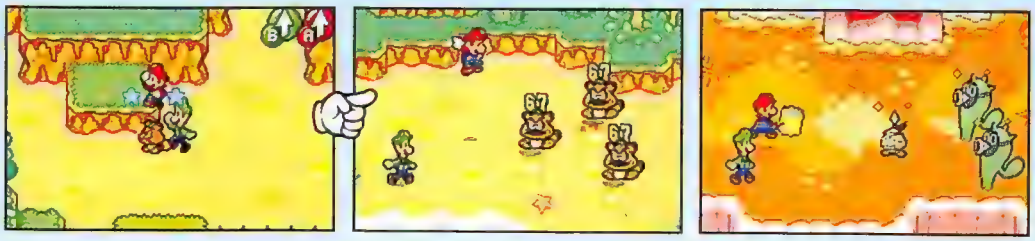
CHOOSE YOUR TARGET

Once you've decided which action to take, it's time to choose a target. Use the Control Pad to move the cursor over one of the enemies (or one of the brothers if you're using an item), then press the active brother's button to execute the command.

STRIKE FIRST

How you come in contact with an enemy on the field map will determine how the battle begins. You can deal damage by stomping on enemies or make them dizzy by hitting 'em with your hammer.





By striking an enemy on the field, you can enter into the battle with a decided advantage.

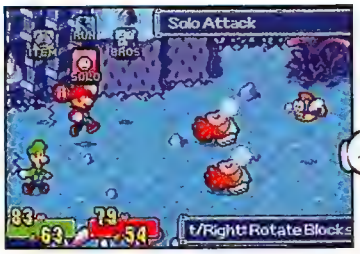
If you stomp on the enemy, all of your foes will take damage at the beginning of the fight.

If you hit the enemy with your hammer, it may become dizzy as the battle commences.

If an enemy comes in contact with the brother in the rear, that brother will start the battle on his rear, and will be unable to move until his first turn. If you try to stomp on an enemy from the field map, jump with both brothers to prevent the rear brother from accidentally coming in contact with the enemy before you land.

SOLO ATTACKS

At the beginning of your quest, each brother has only one Solo Attack: jump. As the game progresses, they'll learn a hammer attack and a hand attack. Only the hand attack differs between brothers.



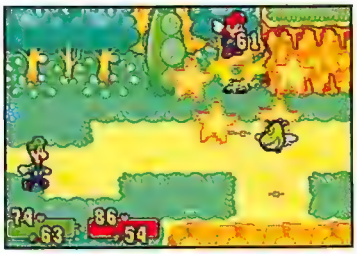
To perform a Solo Attack, begin by selecting the command and pressing the button that controls the active brother.

Next, choose the kind of Solo Attack with which you'd like to strike, and press the active brother's button again.

Finally, choose your target and press the active brother's button once more to execute the attack.

JUMP

The jump attack will make Mario or Luigi stomp on his target. Press the active brother's button just before his feet touch down on the enemy to dish out a little extra damage. Not surprisingly, Mario's jumps start out more damaging than Luigi's.



HAND

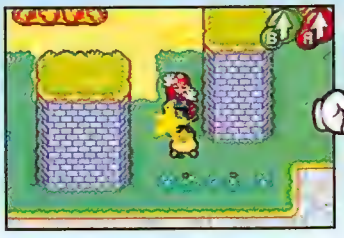
For maximum effectiveness, give your Hand Power a moment to charge before pressing the corresponding button to strike. Certain enemies (such as the Glurps in the screenshot) are particularly vulnerable to Mario's Firebrand or Luigi's Thunderhand.

HAMMER

In addition to smashing rocks, Mario and Luigi can use their hammers to bash enemies. When the brother pulls back his hammer, press the button that controls him as soon as the hammerhead starts shaking—it will fall off the handle.

BE AWARE OF THE ENEMY'S DEFENSES

Some enemies are invulnerable to certain attacks. If you try to stomp on an enemy covered with spikes, your character will hurt his feet and take damage instead. If you try to hit a flying enemy with your hammer, you'll miss.



Look before you leap. If you stomp on a spiked enemy on the field, you'll start the battle by taking damage.

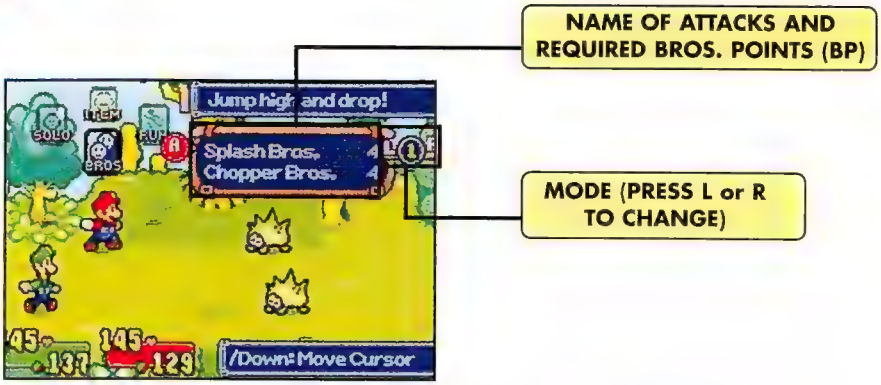
Mario and Luigi may be wearing quality boots, but it's not enough to protect their feet from Sharpeas' spikes.

Don't waste a turn trying to hit flying enemies with your hammer. You'll connect with nothing but air.

BROS. ATTACKS

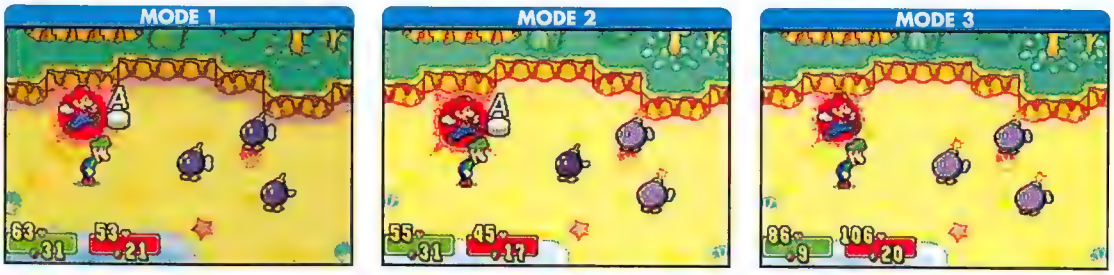
DOUBLE TEAM

Mario and Luigi can eventually use each of their new Bros. Actions in battle. Each Bros. Attack involves both brothers, but only the brother who initiates the attack uses his turn. When selecting a Bros. Attack, press L or R to set one of three modes (described below). The mode you choose determines how many Bros. Points the attack will consume.



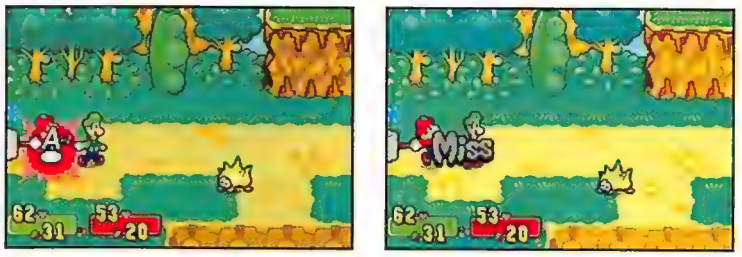
DIFFICULTY MODES

If you choose mode 1, the action will slow down as the Bros. Attack commences, and on-screen prompts will indicate when to press A or B. The action moves at regular speed in mode 2, and the prompts disappear in mode 3. The higher the difficulty mode, the more damage you'll inflict.



LEARN THE TIMING

Your button presses must be fairly precise for the brothers to execute the attack successfully. If you miss, you'll deal considerably less damage. Stick to mode 1 until you learn the timing for a Bros. Attack, then switch to mode 2 or mode 3 once you've got it down. After you've executed an attack successfully a certain number of times (indicated after "Advanced Commands" for each Bros. Attack), you can learn an advanced version of the maneuver.

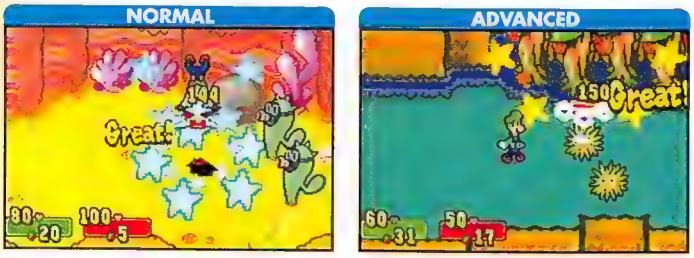


MARIO'S BROS. ATTACKS

SPLASH BROS.

MODE 1: 4 BP
MODE 2: 4 BP
MODE 3: 3 BP

Advanced Commands (20):
- Press A to make Mario Jump.
- As he's coming down, press A again to propel him higher into the air.
- Press B to make Luigi toss him back up.
- Press A to drill Mario into the enemy.

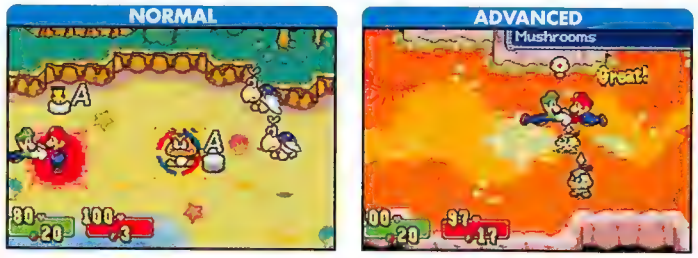


To perform the first Bros. Attack that Mario learns, he and Luigi leap into the air and pummel their opponent together. The advanced commands allow you to use the attack on spiked enemies without taking damage.

SWING BROS.

MODE 1: 6 BP
MODE 2: 6 BP
MODE 3: 4 BP

Advanced Commands (10):
- Hold A until the target reticule is at full size.
- Release A and press B when Luigi hits the enemy.
- As Luigi's coming back to Mario, press A to catch him and fling both brothers back at the enemy.
- Alternate tapping A and B repeatedly to build up the follow-through attack.



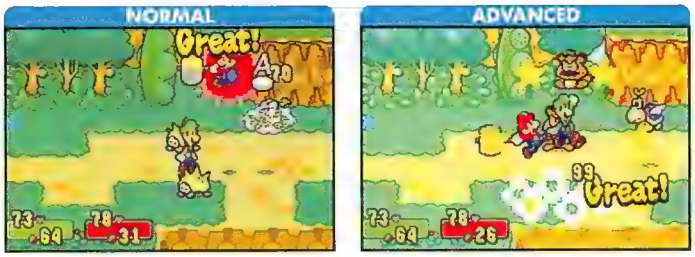
To learn Swing Bros., win Secret Scroll 1 from Thwomp's chance game (see page 73). Hold A until the targeting reticule is at full size, then release it to deal max damage. With the advanced commands, you can steal items from enemies.

CHOPPER BROS.

MODE 1: 5 BP
MODE 2: 5 BP
MODE 3: 3 BP

Advanced Commands (32):

- Press A to pound Luigi into the ground.
- Press A again when the brothers reach their target.
- Press B to make Luigi pop out of the ground from underneath the enemy.
- Alternate between pressing A to pound Luigi back into the ground and pressing B to make him pop out again.



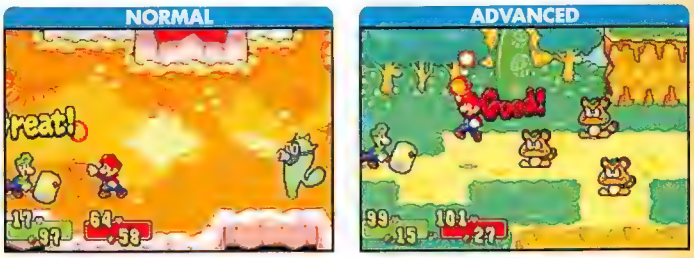
If you're proficient at pressing the A Button quickly, Chopper Bros. can be the most powerful Bros. Attack in the game. You can do even more damage with the advanced commands by repeating the last step.

FIRE BROS.

MODE 1: 6 BP
MODE 2: 6 BP
MODE 3: 3 BP

Advanced Commands (20):

- Tap A repeatedly to build up Mario's Firehand.
- When Mario tosses a fireball to Luigi, press B to strike it.
- As the fireball sails over Mario's head, press A to make him catch it.
- Once Mario has accumulated all of the fireballs (by repeating the previous two steps), press A to unleash them on your target.



The Fire Bros. attack (both the regular and advanced versions) can be devastating against enemies that are vulnerable to fire. You'll be able to charge up more fireballs on the higher modes.

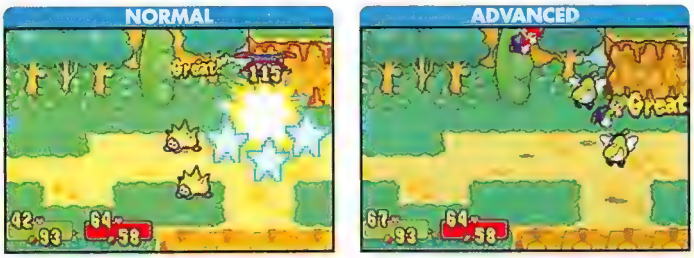
LUIGI'S BROS. ATTACKS

BOUNCE BROS.

MODE 1: 4 BP
MODE 2: 4 BP
MODE 3: 3 BP

Advanced Commands (8):

- Press A at the beginning of the attack to jump with Mario instead of Luigi.
- Press B to make the brothers execute a cartwheel and propel each of them toward a different enemy.
- Press B to strike with Luigi, then A to strike with Mario.



Luigi's first Bros. Attack is similar to Mario's in that the brothers use their combined weight to deal heavy damage. The advanced commands allow you to attack two enemies at once—one with each brother.

CYCLONE BROS.

MODE 1: 8 BP
MODE 2: 8 BP
MODE 3: 4 BP

Advanced Commands (21):

- Press B to charge Luigi's Thunderhand and make him jump.
- Tap A repeatedly to get Mario spinning as fast as possible.
- At the end of the initial attack, choose a target with the Control Pad and press B.
- Press A to give Luigi a boost and let him hit the enemy again with his hammer.

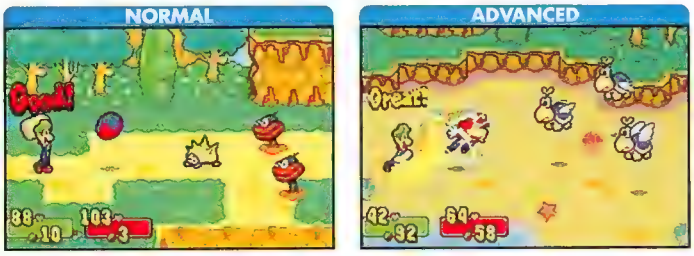
To learn Cyclone Bros., you must win Secret Scroll 2 from Thwomp's chance game (see page 73). If you execute the advanced commands successfully, you can make one of your enemies faint.

KNOCKBACK BROS.

MODE 1: 5 BP
MODE 2: 5 BP
MODE 3: 3 BP

Advanced Commands (43):

- Press B to hit Mario with Luigi's hammer.
- Press A to make Mario pop up into the air.
- Press B to swat Mario toward the enemy with Luigi's hammer, then press A when Mario connects. As Mario is coming back at Luigi, you can repeat the process by pressing B to hit him again, then A as he strikes the enemy.



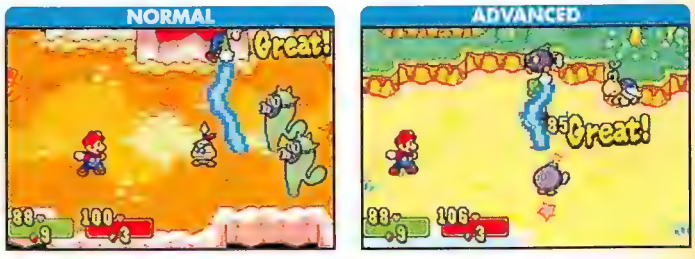
Luigi is evidently quite the sportsman. He uses Mario as a golf ball in the regular version of Knockback Bros., and as a baseball in the advanced version. With the latter, you can strike an enemy multiple times by repeating the last step.

THUNDER BROS.

MODE 1: 6 BP
MODE 2: 6 BP
MODE 3: 4 BP

Advanced Commands (24):

- Press B to charge Luigi's Thunderhand and make him jump.
- Press A to make Mario move before Luigi lands.
- Press A again to pound Luigi into the ground with Mario's hammer.
- When Luigi burrows underneath his target, press B to make him jump out of the ground and strike.



If successfully executed, Luigi's Thunder Bros. attack can reduce the DEF of all ground-based enemies. The advanced commands can reduce the POW of a single enemy. Both are particularly useful against difficult bosses.

DEFENSIVE ACTIONS

When an enemy attacks, you can dodge or counterattack it by the means indicated in the upper left-hand corner of the screen (either jump or hammer). Throughout the walk-through, we've listed which defense methods you should be prepared to use against each enemy.

JUMP DEFENSE

If you press the A or B Button at the right time, you can stomp on an enemy as it attacks, reducing its HP. Certain enemies and projectiles will deal damage to you if you stomp on them, however, so time your button press to jump over them instead.

HAMMER DEFENSE

When the enemy approaches, press and hold A or B (depending on who's being attacked). If you let go at the right time, you can counterattack by clobbering the enemy with your hammer. Don't pull your hammer back too soon, or the head will fall off the handle.

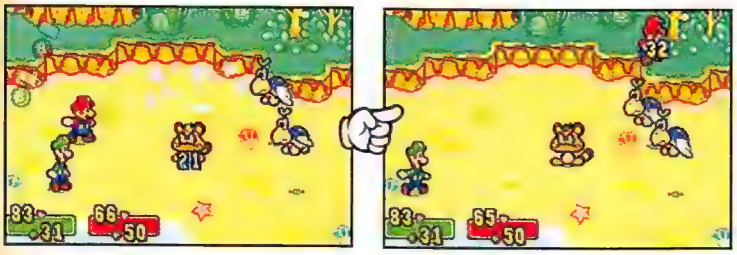
BATTLE STRATEGIES

THINK BEFORE YOU STRIKE

When deciding whom to attack, keep in mind which enemies you've had difficulty dodging, as well as which ones are affected by taking damage. For example, a Rex will shrink after you stomp on him, making him easier to jump over when he attacks.

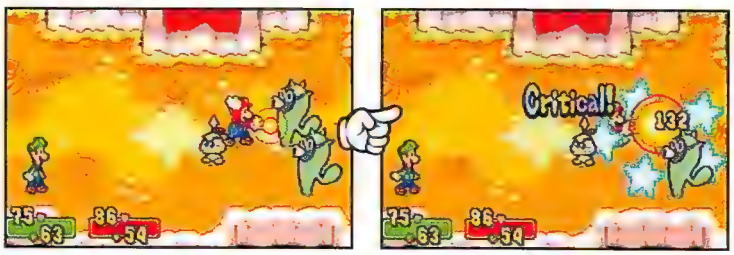
ELIMINATE THE HEALERS

Some enemies are capable of healing or even resurrecting their comrades. If you don't focus your attacks on those benevolent creatures first, the battle could drag on longer than you anticipated. Such drawn-out encounters can be dangerous when facing difficult foes.



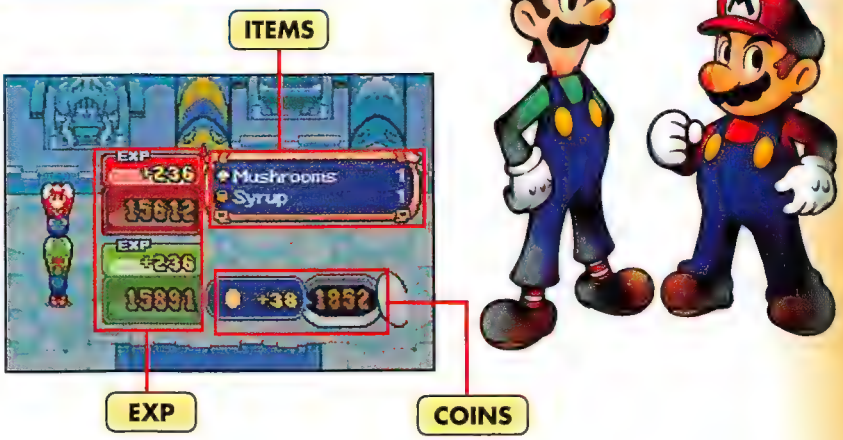
EXPLOIT THE ENEMY'S WEAKNESSES

Try using Mario's Firebrand and Luigi's Thunderhand on every enemy at least once. Many of your foes will be especially vulnerable to one or both of the hand attacks. You'll know that you've discovered an enemy's weakness when "Critical!" flashes on-screen.



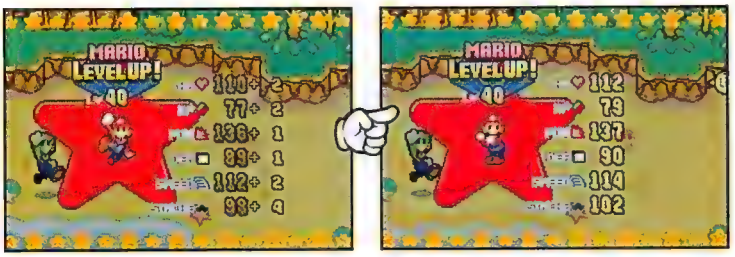
THE BATTLE'S END

If you win a battle, you'll receive experience points (EXP), coins and possibly items. If both Mario's and Luigi's hit points (HP) drop to zero, you'll have to restart from the album where you last saved, or from select areas in the Beanbean Kingdom. You can revive a fallen character with a 1-Up Mushroom. If only one character is knocked out at the end of battle, you'll receive EXP for the brother who's still standing, as well as coins and items, but you won't receive any EXP for the fallen bro. He will be revived with 1 HP when you return to the field, however.



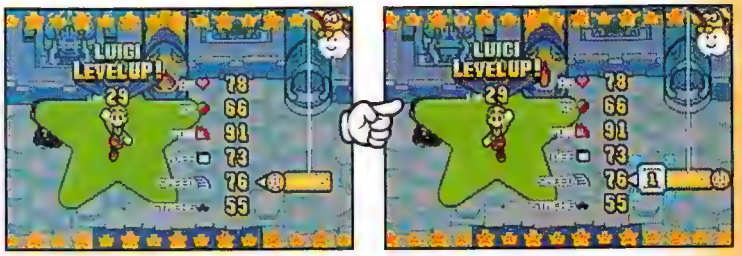
LEVEL UP

Mario and Luigi will level up once they've gained a certain number of experience points, and each of their status categories will increase (see page 19 for more information on the categories). Note that the brothers' stats increase at different rates when they level up.



BONUS POINTS

Every time you level up, you'll be awarded bonus points to the status category of your choosing. Press the A Button to stop the spinning bonus wheel. Whatever number it lands on is how many points you'll receive in your chosen category.



STATUS EFFECTS

Certain items, equipment and enemy attacks can affect Mario's or Luigi's status, as detailed in the chart below. Negative status effects can be cured with a Refreshing Herb.

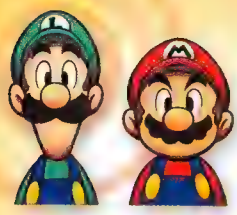
EFFECT	DESCRIPTION
POISON	DRAINS HP EVERY TURN FOR THREE TURNS
FATAL POISON	DRAINS HP EVERY TURN
POWER UP	RAISES POW FOR FOUR TURNS
POWER DOWN	REDUCES POW FOR FOUR TURNS
SPEED UP	RAISES SPEED FOR FOUR TURNS
SPEED DOWN	REDUCES SPEED FOR FOUR TURNS
DEF UP	RAISES DEF FOR FOUR TURNS
DEF DOWN	REDUCES DEF FOR FOUR TURNS
FALL DOWN	MAKES THE BRO INACTIVE UNTIL THE NEXT TURN
FAINT	MAKES THE BRO INACTIVE FOR MULTIPLE TURNS
GRAVITY +	RAISES POW, QUICKENS JUMP AND HAMMER ATTACKS
GRAVITY -	REDUCES POW, SLOWS JUMP AND HAMMER ATTACKS
JUMP ×	JUMP COMMAND IS PROHIBITED FOR A FEW TURNS
HAMMER ×	HAMMER COMMAND IS TEMPORARILY PROHIBITED
HAND ×	HAND COMMAND IS TEMPORARILY PROHIBITED
ITEM ×	ITEM COMMAND IS TEMPORARILY PROHIBITED

CHOOSING YOUR BONUS

You'll have a better chance of receiving a high bonus (four or five points) if you choose a status category that has a significantly lower number than the others. As such, you're rewarded for balancing your characters, but we still recommend focusing on HP and POW a bit more than the other categories. In difficult battles, those two will give you the most bang for your buck.

You'll usually receive fewer bonus points for a category that's already higher than most of the others.

If you choose a category with a lower number, you'll be more likely to receive four or five bonus points.

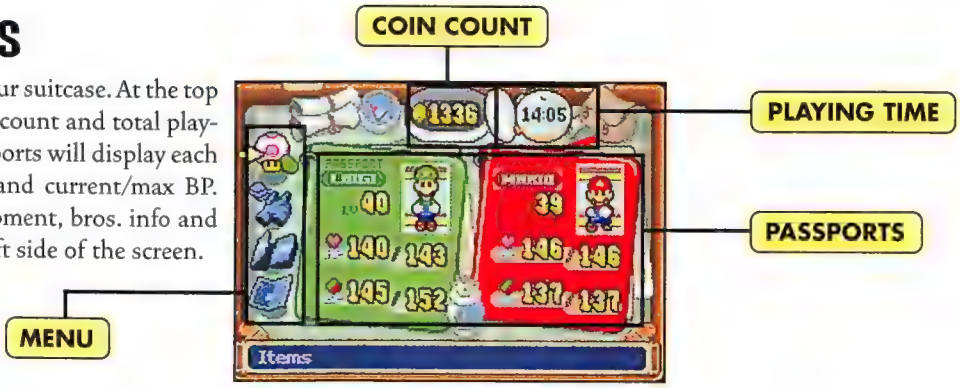


The Suitcase

As you're leaving Toadtown Square, Toadsworth will give Mario and Luigi a suitcase the serves as your status screens and inventory.

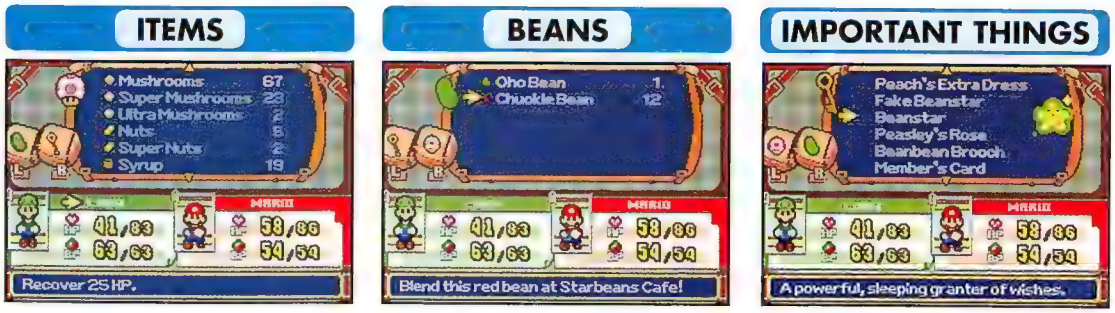
SUITCASE CONTENTS

Press the Select Button to open your suitcase. At the top of the screen, you'll see your coin count and total playing time. Mario's and Luigi's passports will display each brother's level, current/max HP and current/max BP. Your menu options—items, equipment, bros. info and Beanbean map—run down the left side of the screen.



ITEMS

You can check and use your various belongings from the items menu. Press the L and R Buttons to switch among the three categories—items, beans and "important things." To use an item, select it with the Control Pad, choose Mario or Luigi and press the A Button.



EQUIPMENT

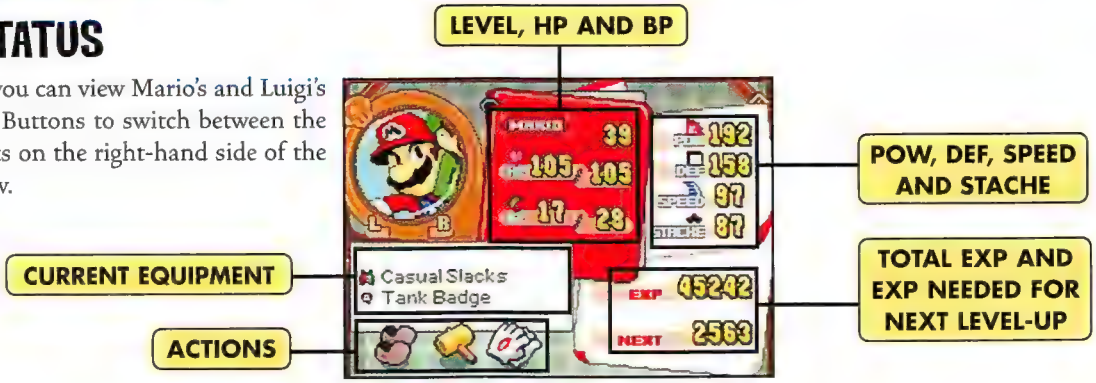
Mario and Luigi can each equip one badge and one piece of gear (aka, a pair of pants). Badges mainly improve attack power, and gear mainly improves defense. If you wish to change a piece of equipment, select the desired category, press A, then select a new badge or piece of gear and press A again. Press the L and R Buttons to switch between brothers.

STATS When changing into a new piece of equipment, the red and green Es will show what Mario and Luigi are currently wearing. The effect that the new equipment will have on your status appears at the bottom, along with a brief description of the badge or gear.

BROS. INFO

CHECK YOUR STATUS

At the Bros. Info screen, you can view Mario's and Luigi's status. Press the L and R Buttons to switch between the brothers. The various stats on the right-hand side of the screen are described below.



ADDITIONAL STATS

There are four status categories in addition to HP and BP (which we've already covered)—POW, DEF, SPEED and STACHE. The first three categories affect the brothers' performance in battle. The fourth affects the discount percentage they'll receive at shops.

POW
Attack power; the higher the number, the stronger your attacks on enemies.

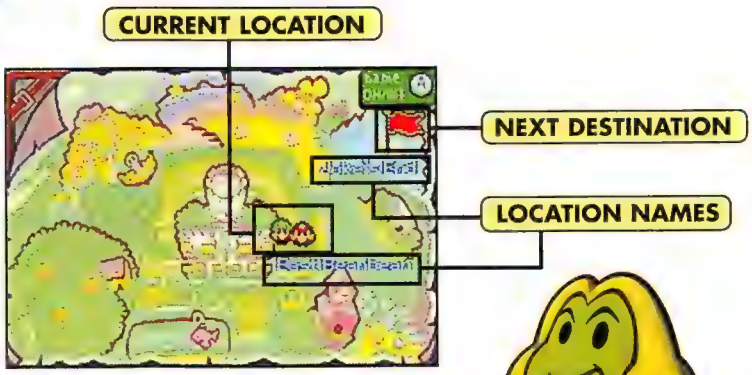
SPEED
How fast the character is; the value determines the brothers' turn order in battle.

DEF
Defensive strength; the higher the number, the less damage you'll take from enemy attacks.

STACHE
The luster of the character's mustache; the nicer the 'stache, the better the discount at shops.

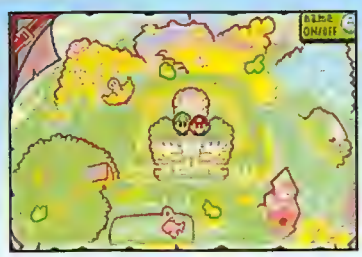
BEANBEAN MAP

Check the Beanbean map that you receive from the Hammer Bros. early in the game to view the overall layout of the kingdom. You can also see our heroes' current location, as well as where their next destination should be to advance the story. To turn the names of the locations on and off, press the A Button.



X MARKS THE SPOT

When your objective is to collect Bean Fruits or pieces of the Beanstar, corresponding colorful icons that indicate the locations of the items will replace the flag that usually calls out your next destination. You can visit each of the marked locations in any order you wish.



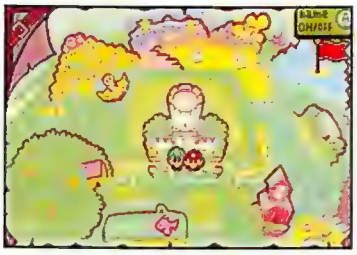
Shopping

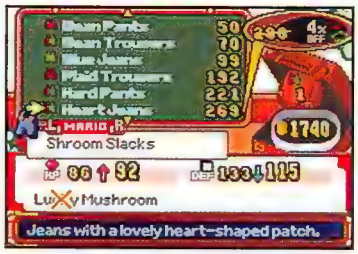
Where to spend all your coins? At the Beanbean Kingdom shops, of course. You'll find a variety of goods that will aid you on your quest.

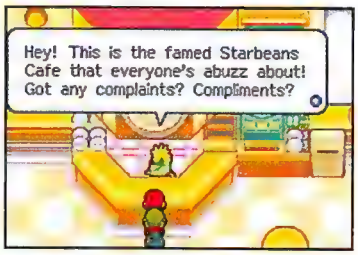
Shops

Spending Your Coin

You'll find various shops in Beanbean Castle Town and Little Fungitown where you can spend your hard-earned coins on new items, badges and gear. Beanbean Castle Town also has an information booth and a Starbeans Cafe.







Warp Pipe Travel

The green warp pipes scattered throughout the Beanbean Kingdom can transport you instantly to any other warp pipe you've stepped inside at least once (so when you come across a new one, be sure to enter it even if you don't want to go someplace else). If you're in dire need of some shopping, warp pipes can be the quickest route to Beanbean Castle Town or Little Fungitown.

No. 1	No. 2	No. 3	No. 4	No. 5
Stardust Fields (page 33)	Castle Area (North) (page 26)	Castle Town (page 50)	Castle Area (South) (page 26)	Chucklehuck Woods (page 57)

No. 6	No. 7	No. 8	No. 9
Castle Area (East) (page 26)	Little Fungitown (page 79)	Gwarhar Lagoon (page 88)	Joke's End (page 100)

Item Shop

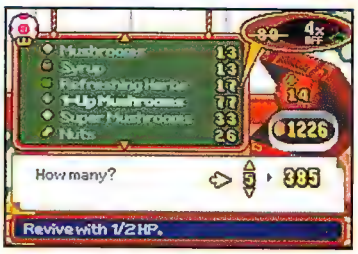
At the item shops in Beanbean Castle Town and Little Fungitown, you can purchase Mushrooms, Nuts, Syrup and other helpful goodies (you'll receive a discount based on the brothers' Stache stat). New items will become available as you progress through the game, so be sure to check back from time to time.

BUY

To buy an item, simply select it with your cursor and press the A Button...

... then choose the quantity of the item you wish to purchase.

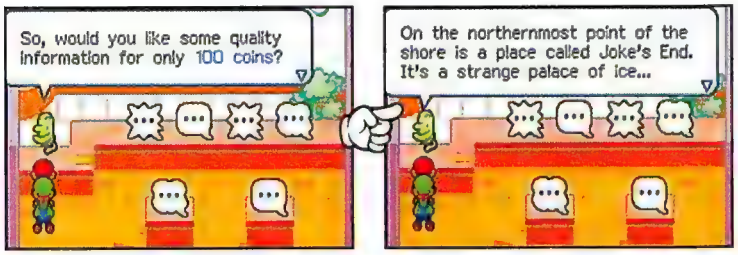
SELL



Follow the same process for selling items from your inventory.

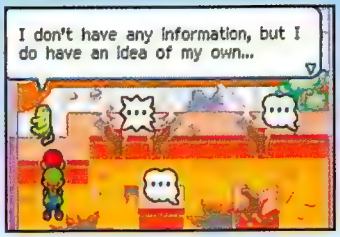
INFORMATION BOOTH

When you get lost on your travels, you can purchase hints at the information booth in Beanbean Castle Town. Since you're in possession of a Player's Guide, however, you can save your coins for more important things, like pants.



SOLD OUT

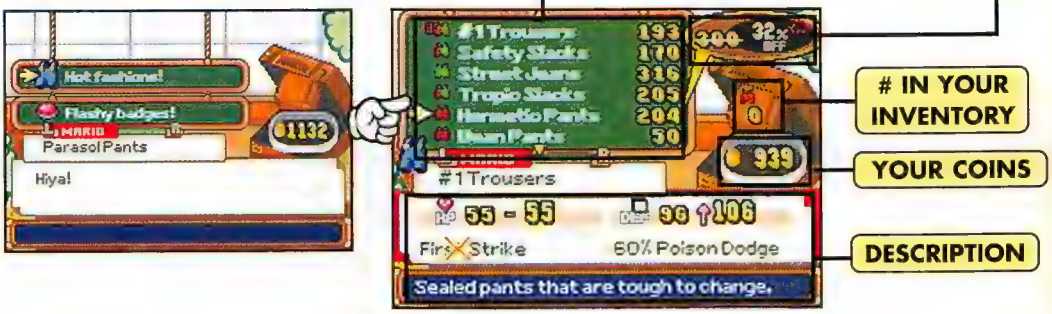
When it's time to travel to Bowser's Castle at the end of the game, the information booth will be plum out of information. That won't stop the proprietor from taking your coins, though.



If Mario and Luigi wanted ideas instead of information, they'd visit the philosophy booth.

FASHION HOUSE

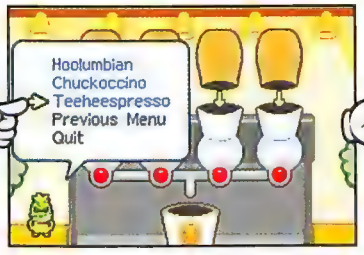
You can buy new badges and trousers (gear) at the fashion houses in Beanbean Castle Town and Little Fungitown. Like the item shops, the fashion houses will stock new products throughout the game. It's important that you keep up with the latest styles.



STARBEANS CAFE

Bring the beans that you find to the Starbeans Cafe to create different varieties of Bean Juice. The chart below lists the number and type of beans needed for each juice, along with the permanent status boost you'll receive from drinking it. The Teeheespresso adds 6 points to a random stat.

The man at the counter will offer to walk you through the process.

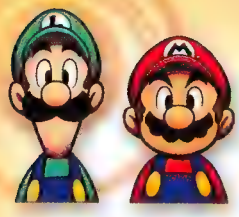


The number of beans you have in your inventory determines your menu selection (see the chart).

Drop the beans into the grinder by pressing Down on the Control Pad, and confirm your selection by pressing A.

MENU	NECESSARY BEANS	EFFECT
Woohoo Blend	25 Woo Beans	+4 HP
Hoohoo Blend	25 Hoo Beans	+4 BP
Chuckle Blend	25 Chuckle Beans	+4 SPEED
Teehee Blend	25 Hee Beans	+4 STACHE
Hoolumbian	15 Woo Beans + 10 Hoo Beans	+4 POW
Chuckoccino	15 Woo Beans + 10 Chuckle Beans	+4 DEF
Teeheespresso	15 Woo Beans + 10 Hee Beans	+6 ???

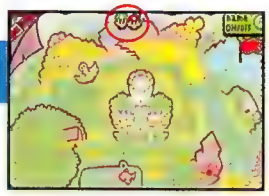
Juices won't cost you any coins; just the beans required to make them. The status increases that you receive for drinking a juice are fairly significant, so stop by the cafe whenever you have enough beans for the desired blend. When you create a new drink for the first time, you'll also receive one of the special items listed on page 125.



MINIGAMES

The people of Beanbean Kingdom like to have fun. In your travels, you'll partake of some of their favorite minigames.

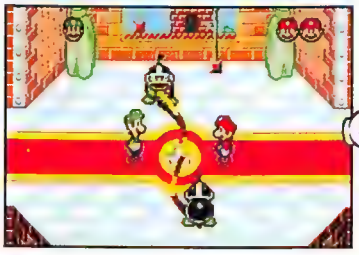
BORDER JUMP — STARDUST FIELD



CROSSING THE BORDER

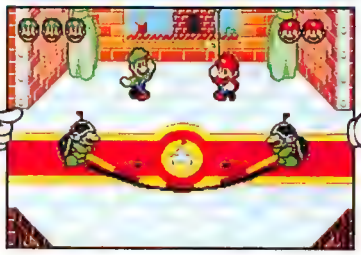
Jump over the "royal border line" until the flag in the background reaches the top of the pole. If the line touches Mario or Luigi three times, you'll have to start over. Once you've successfully completed the first Border Jump, you can return for increasingly difficult challenges.

BORDER JUMP 2



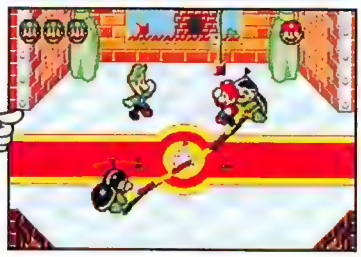
During Border Jump 2, the Border Bros. will try to fake you out on almost every pass. Be patient.

SUPER BORDER JUMP



In the Super Border Jump, you often must jump over the line with both bros simultaneously or in quick succession.

SUPER BORDER JUMP SUNSHINE



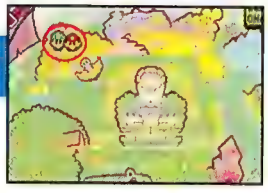
The Border Bros. twist the line a lot more in Super Border Jump Sunshine. Watch their movements closely.

MINIGAME REWARDS

If you finish a Border Jump challenge, the Border Bros. will reward you with Hee Beans. The number of beans you'll receive for conquering each difficulty level is listed in the chart to the right. If you can finish the Complete Border Jump, you deserve a medal also.

DIFFICULTY	REWARD
Border Jump	1 Hee Bean
Border Jump 2	2 Hee Beans
Super Border Jump	3 Hee Beans
Super Border Jump Sunshine	5 Hee Beans
Complete Border Jump	7 Hee Beans
Complete Border Jump (perfect)	9 Hee Beans

MYSTERY CARTS — HOOHOO MOUNTAIN



Use the Control Pad to aim your flashlight, and press the A and B Buttons to jump with Mario and Luigi respectively. To move on to the next level, you must finish the ride with the requisite number of diamonds, so be sure to grab as many as you can along the way.

Your flashlight will gradually run out of juice, so pick up the batteries to recharge it.

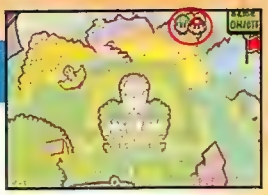
You can grab green diamonds only with Luigi and red diamonds only with Mario. The brothers can't switch tracks.

The minimum number of diamonds required to complete the level is displayed on the steel plate at the end.

DIFFICULTY	REWARD
Stage 1	1 Hee Bean
Stage 2	2 Hee Beans
Stage 3	3 Hee Beans
Stage 4	4 Hee Beans
Stage 5	6 Hee Beans

STAR 'STACHE SMASH

LITTLE FUNGITOWN



In Star 'Stache Smash, your goal is to score as many points as possible by leading items into the Piranha Plants' mouths via a platform. Press the B Button to tilt the platform toward Luigi and the A Button to tilt it toward Mario. Some items are worth more points than others; press the Start Button for a listing of their values.

If a bomb lands inside one of the plants' mouths, it will slam shut and the one on the opposite side will open.

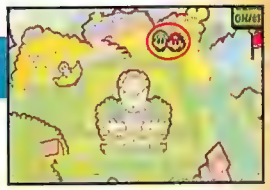
The mushrooms aren't worth a lot of points, so be willing to sacrifice them for stars and fire flowers.

POINTS	REWARD
1 - 219	1 Hee Bean
220 - 239	2 Hee Beans
240 - 279	3 Hee Beans
280 - 319	4 Hee Beans
320 - 359	5 Hee Beans

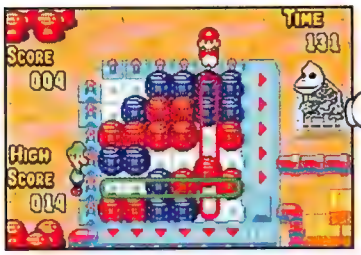
POINTS	REWARD
360 - 399	6 Hee Beans
400 - 439	7 Hee Beans
440 - 479	8 Hee Beans
Over 479	9 Hee Beans

BARREL GAME

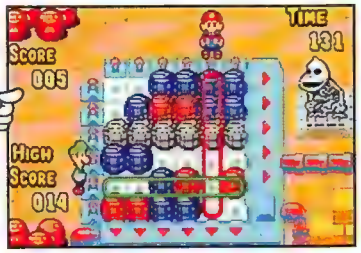
S.S. CHUCKOLA



The barrel minigame on the *S.S. Chuckola* is reminiscent of an old-school puzzle game. As Bink throws barrels onto the field, you must line up the like-colored ones either vertically or horizontally. Press Left and Right on the Control Pad to move Mario, and Up and Down to move Luigi. To slide the barrels, hold A and press the Control Pad in the desired direction.



You can move the barrels horizontally with Luigi and vertically with Mario. Coordinate their efforts.



When you fill an entire row or column with like-colored barrels, you'll score a point and the barrels will disappear.

POINTS	REWARD
1 - 10	1 Hee Bean
11 - 14	2 Hee Beans
15 - 19	3 Hee Beans
20 - 24	5 Hee Beans

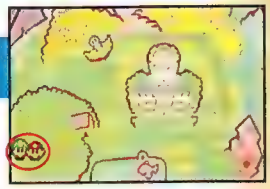
POINTS	REWARD
25 - 29	7 Hee Beans
30 - 34	8 Hee Beans
Over 34	9 Hee Beans

NEW ARCADE MACHINE

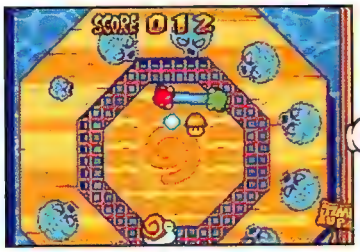
After the *S.S. Chuckola*'s unfortunate accident, the barrel minigame will be moved to the game arcade in Little Fungitown. It will be located to the left of the Star 'Stache Smash machine on the second floor.

CHUCKOLA BOUNCE

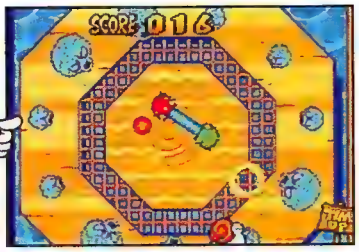
CHUCKLEHUCK WOODS



Use the Chuckola board to bounce projectiles back at the Chuckoroks that surround you. Press the A Button to rotate Mario and Luigi clockwise, and the B Button to rotate them counterclockwise. If one of the projectiles hits one of the brothers, the duo will temporarily spin out of control. Hit as many Chuckoroks as you can before the snail reaches the Time Up sign.



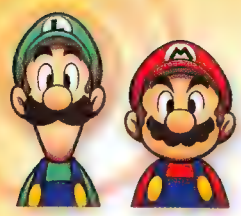
If Mario or Luigi touches a golden mushroom, the next projectile that hits him will bounce off.



Once you start scoring a lot of points, some of the large Chuckoroks will be replaced with smaller ones.

DEFEATED	REWARD
1 - 21	1 Hee Bean
22 - 24	2 Hee Beans
25 - 29	3 Hee Beans
30 - 34	4 Hee Beans

DEFEATED	REWARD
35 - 39	5 Hee Beans
40 - 44	7 Hee Beans
Over 44	9 Hee Beans



How to Use the Guide

Before you embark on your Beanbean Kingdom adventure, take a moment to familiarize yourself with the elements of the walk-through pages.

Mario's and Luigi's faces mark the brothers' current location on the Beanbean Kingdom map.

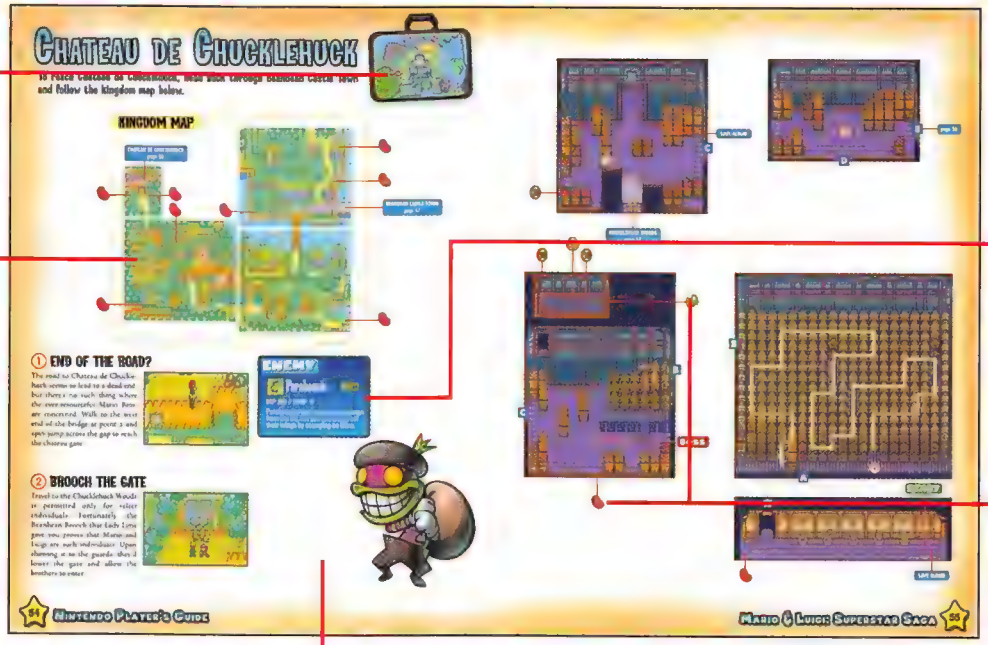
To reach some destinations, you'll need to travel through areas of the kindgom. In such instances, we've provided a kingdom map to show you the way.

LATER

If you see a Later box such as this one, you'll have to come back after you've acquired a new ability to reach the area that's called out.

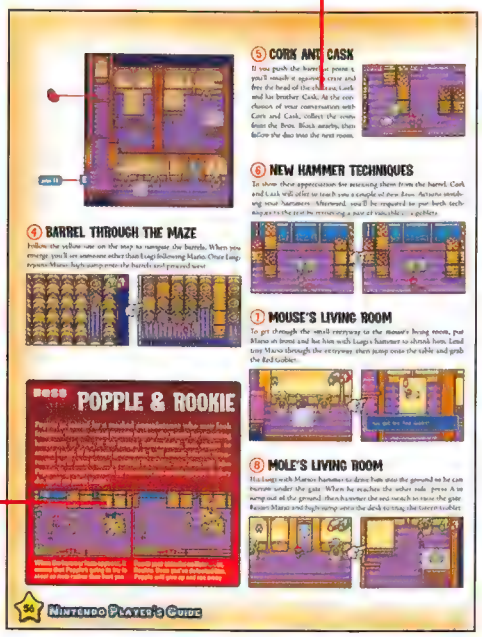
Numbered tips correlate to the numbers on the map, and will help you get past the tricky spots.

For each boss, you'll find a description of how to survive the battle and emerge victorious.



The Enemies box lists enemies that you'll encounter for the first time, with a screenshot, methods for dodging their attacks (J is jump, H is hammer), their HP, the EXP you'll receive for defeating them and a brief description.

Every item and bean in the area is called out with icons on the map. Refer to the key below.



MAP KEY

A Letters indicate the connections between areas on the maps.

1 Numbers refer you to the corresponding tip.

page 103 — BEANBEAN CASTLE TOWN page 47

If you must turn the page to see where one section of a map connects to another section, a callout will refer you to that page.

- **Coins** — The number of coins in a block
- **Mushroom**
- **Super Mushroom**
- **Max Mushroom**
- **Ultra Mushroom**
- **1-Up Mushroom**
- **1-Up Super**
- **Golden Mushroom**
- **Refreshing Herb**
- **Syrup**
- **Super Syrup**
- **Max Syrup**
- **Ultra Syrup**
- **Nut**
- **Super Nut**
- **Max Nut**
- **Ultra Nut**
- **Woo Bean**
- **Hoo Bean**
- **Chuckle Bean**
- **Hee Bean**

SAVE ALBUM — RED PEPPER — SWITCH BLOCK — SIMU-BLOCK

Special items and blocks will be called out with text boxes such as these.

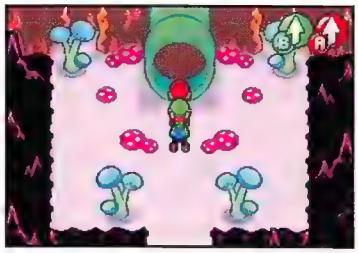
TRAVEL GUIDE

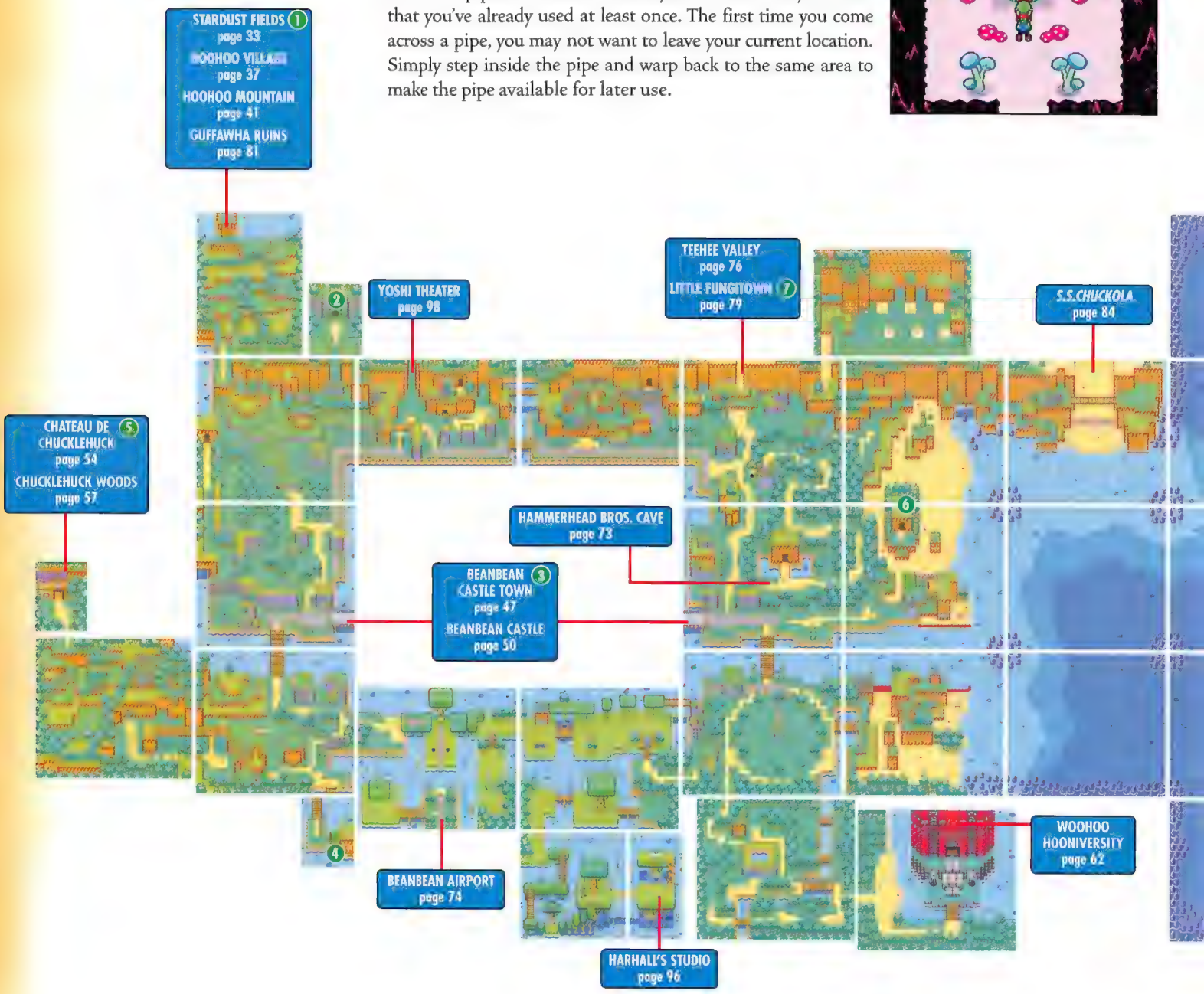
Beanbean Kingdom Map

The map below shows the areas of Beanbean Kingdom field that lie between the destinations on your quest. For maps of the destinations, turn to the pages listed in the blue boxes.

WARP PIPES

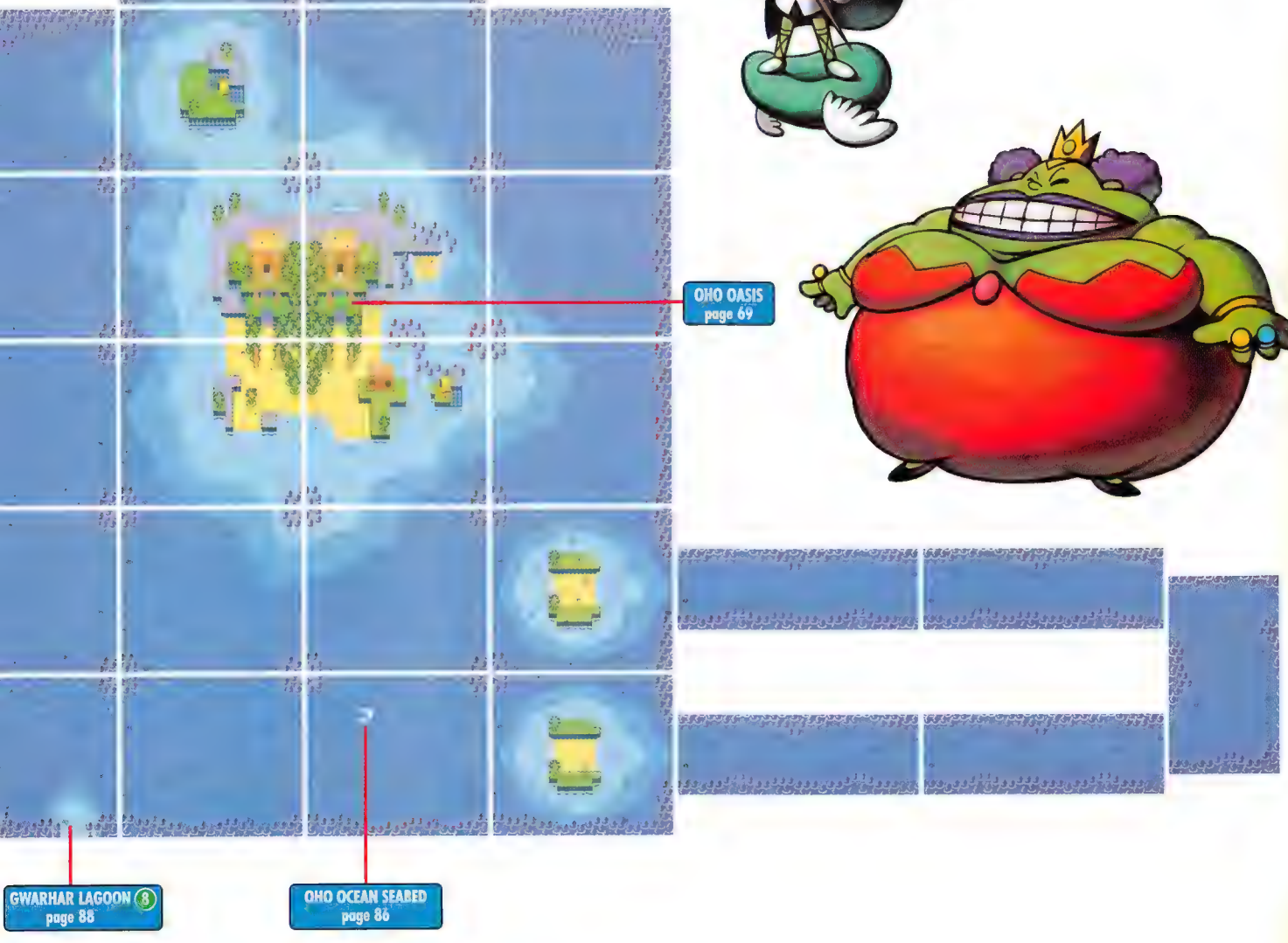
There are nine warp pipes spread throughout the Beanbean Kingdom (indicated by numbered green markers on the map). All of the pipes are connected, but you can travel only to those that you've already used at least once. The first time you come across a pipe, you may not want to leave your current location. Simply step inside the pipe and warp back to the same area to make the pipe available for later use.





THE OHO OCEAN

You won't be able to reach certain areas of the Oho Ocean until after you learn how to transform Luigi into a surfboard. See page 101 for more information.



Adventure Checklist

The checklist below details your objectives through the entire adventure, and is a good way to track your progress. Think of it as your travel guide through the Beanbean Kingdom.

- [ ] **MARIO AND LUIGI'S HOUSE**

Toad rushes to Mario and Luigi's house and tells them that there's an emergency at the castle. Luigi is literally dragged along.

- [ ] **MUSHROOM KINGDOM CASTLE**

A short skirmish with Bowser serves as a battle tutorial. Afterward, he and Mario will join forces to recover the princess's voice.

- [ ] **TOADTOWN SQUARE** PG. 30

Collect some Mushrooms, point the Koopa in the right direction and proceed toward the Koopa Cruiser to receive your suitcase.

- [ ] **KOOPA CRUISER** PG. 31

Talk to the Bowser Baddies and take your passport photo as you make your way to the deck. Defeat Fawful.

- [ ] **STARDUST FIELDS (BORDER)** PG. 33

Complete the Border Bros.' Border Jump and cross over into the Beanbean Kingdom.

- [x] **STARDUST FIELDS** PG. 33

Talk to Tolstar. Learn about Bros. Actions from the Starshade Bros. and collect 100 coins. Defeat Tolstar.

- [ ] **HOOHOO VILLAGE** PG. 37

Chat with the villagers working on the damaged bridge, step inside the Hammerhead Bros.' house and talk to them, then return to the bridge.

- [ ] **HOOHOO MOUNTAIN–ASCENT** PG. 41

Defeat Hoohooros and climb to the top of Hoohoo Mountain. At its peak, defeat Dragohoho, then let Blablanadon return you to the village.

- [ ] **HOOHOO VILLAGE** PG. 44

Return to the Hammerhead Bros.' home and give them the Hoohoo Blocks. In return, they'll forge a pair of hammers for Mario and Luigi.

- [x] **HOOHOO MOUNTAIN–DESCENT** PG. 45

Climb down the mountain and ride the mystery mine carts. Learn how to use your hammers in battle from the Hammerhead Bros.

- [ ] **BEANBEAN CASTLE TOWN** PG. 47

Make your way to Beanbean Castle Town and talk to the townsfolk. Head through the north exit to Beanbean Castle.

- [ ] **BEANBEAN CASTLE (BASEMENT)** PG. 50

Approach the person lying on the ground, then repair the castle's plumbing as per Lady Lima's demands.

- [ ] **BEANBEAN CASTLE** PG. 50

Save the real Lady Lima and her advisor, then defeat Queen Bean to receive the Beanbean Brooch.

- [ ] **CHATEAU DE CHUCKLEHUCK** PG. 54

Enter the chateau and defeat Popple and Rookie. Break Cork and Cask out of the barrel, then recover the cola goblets for them.

- [ ] **CHUCKLEHUCK WOODS** PG. 57

Find the White, Red and Purple Chuckola Fruits and bring them to Chuckleroot. Defeat Chuckolator, then reunite the brothers.

- [ ] **BEANBEAN CASTLE** PG. 61

Press the B Button to stomp on Mario's head and cure Queen Bean of her ailment. Try not to be sick.

- [ ] **WOOHOO HOONIVERSITY** PG. 62

Open the sun door and redirect the sunlight to open the various shutters in the Hooniversity. Defeat Cackletta.

- [ ] **WOOHOO HOONIVERSITY (BASEMENT)** PG. 68

Restore power to the elevator by filling the gaps in the circuit with mechanical mice, then defeat Popple and Rookie again.

- [x] **OHO OASIS** PG. 69

Learn the Firebrand and the Thunderhand. Use the brothers' new Hand Powers to raise the bridge to the yellow warp pipe.

- [ ] **OHO OCEAN SEABED** PG. 71

Make your way across the seafloor and return to the surface via the yellow warp pipe at the west end.

- [ ] **HAMMERHEAD BROS. CAVE** PG. 73

Find the Hammerhead Bros. cave and talk to the duo to have them reforge your tools into Super Hammers.

- [ ] **BEANBEAN AIRPORT** PG. 74

Clear the Piranha Plants from the runway, then defeat Mom Piranha so Princess Peach's plane can land.

BEANBEAN CASTLE PG. 76

Return to the throne room in Beanbean Castle. Princess Peach will ask Mario and Luigi to accompany her to Little Fungitown.

TEEHEE VALLEY PG. 76

Lead Princess Peach through Teehee Valley and rescue her if she gets kidnapped. Defeat Trunkle.

LITTLE FUNGITOWN PG. 79

Win the Star 'Stache Smash minigame at the arcade. When Mario gets sick, lead Luigi to the hypnotist in the southeast corner of town.

GUFFAWHA RUINS PG. 81

Open the entrance to the Guffawha Ruins, then help the monster relieve some stress for 30 seconds and grab the Crabbie Grass.

LITTLE FUNGITOWN PG. 83

Use the yellow warp pipe to return to Little Fungitown. Bring the Crabbie Grass to Mario to cure the brother's Bean Fever.

BEANBEAN CASTLE PG. 84

After returning to Beanbean Castle, you'll see a cut scene in which Cackletta demands that you recover the four pieces of the Beanstar.

S.S. CHUCKOLA PG. 84

Win the barrel minigame to receive a Membership Card, then talk to the crew member who's carrying the Beanstar piece and dislodge Bloat.

OHO OCEAN SEABED PG. 86

Abandon ship! Use the breadth of Mario's and Luigi's powers to reach the yellow warp pipe that leads to Gwarhar Lagoon.

GWARHAR LAGOON PG. 88

Buy a massage from the Jellyfish Sisters to learn two new Bros. Actions. Defeat Hermie III to recover the first Beanstar piece.

BONUS DUNGEONS PG. 94

You'll receive a special item from the moles at the end of each optional bonus dungeon.

HARHALL'S STUDIO PG. 96

Complete all four of Harhall's requested designs to receive the second Beanstar piece.

CHUCKLEHUCK WOODS PG. 97

Beat the high score in Chuckola Bounce to win a Winkle Card. Defeat Popple to recover the third Beanstar piece.

YOSHI THEATER PG. 98

Find the Bean Fruits and feed them to seven hungry Yoshis. Give the seven Neon Eggs to Boddle for the fourth Beanstar piece.

BEANBEAN CASTLE PG. 100

Return to the Beanbean Castle throne room and show the Beanstar to Queen Bean. Mario and Luigi will be sent to Joke's End.

HAMMERHEAD BROS. CAVE PG. 100

Before heading to Joke's End, stop by the Hammerhead Bros. cave. The talented blacksmiths will upgrade your mallets to Ultra Hammers.

JOKE'S END PG. 100

Surf to Joke's End and make your way through all three areas. Defeat Jojora and his friend at the end of the third area.

KOOPA CRUISER PG. 108

Drop the crates in front of Luigi's captors, retake the Beanstar and make your dramatic escape.

TEEHEE VALLEY PG. 109

Save Luigi from the cavern beneath Teehee Valley, then defeat Popple and his new sidekick/love interest, Birdo.

BEANBEAN CASTLE PG. 110

Return to Beanbean Castle to find it under attack and talk to Queen Bean in the throne room. Do any last-minute shopping.

HOOHOO VILLAGE PG. 110

Travel to Hoohoo Village and talk to Blablanadon. The giant bird will fly Mario and Luigi to Bowser's airborne castle.

BOWSER'S CASTLE PG. 110

Defeat the seven Koopalings as you make your way to the throne room in Bowser's Castle for the final showdown with Fawful and his master.

Toadtown Square

Your adventure begins with a battle against Bowser that serves as a tutorial. Afterward, you'll find yourself in Toadtown Square.

1 My Precious

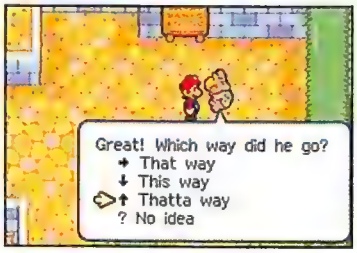
The fellow in the upper left-hand corner of the bottom map has lost something very precious to him. Agree to help him look for it, then head south and search near the building at the end of the hedge. Return the item to its owner to receive a 1-Up Mushroom.

2 Don't Be a Thief

The Mushroom on the hedge at point 2 belongs to the nearby citizen of Toadtown. If you retrieve it, you can choose whether to give it back to him. If you don't, you'll make him cry (you big jerk). If you do, he'll give you a Super Mushroom in return.

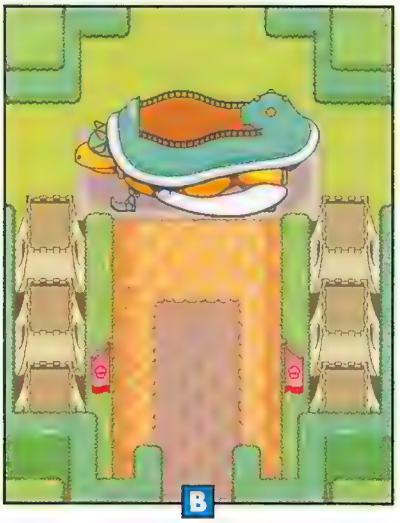
3 Point Him Thatta Way

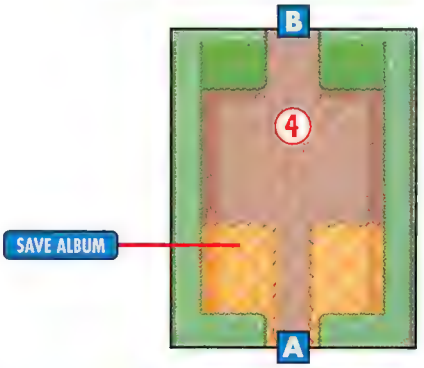
The Koopa at point 3 has been separated from the rest of the Bowser Baddies. Tell him that Bowser went "Thatta way" (north). The *Kingdom Courier* is posted on the bulletin board nearby. Check it out for the latest news from the Mushroom Kingdom.

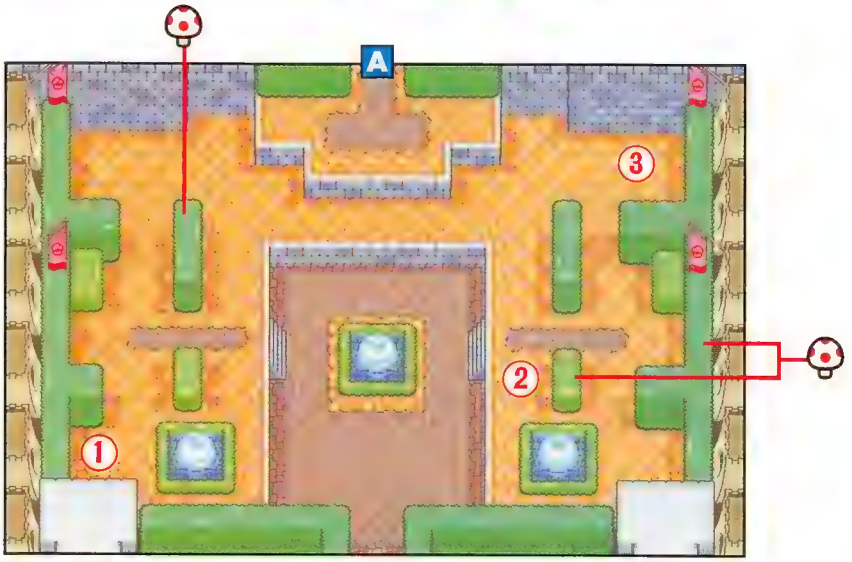


4 Your Suitcase

As you're about to head out exit B, Toadsworth will stop you to give you a suitcase that he's prepared for your journey. Once you're aboard the Koopa Cruiser, you can press the Select Button to open the suitcase and view the menu screen. The kindly old man will also give you 100 coins.

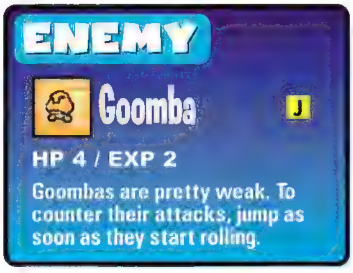


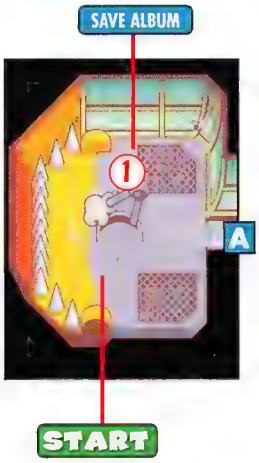


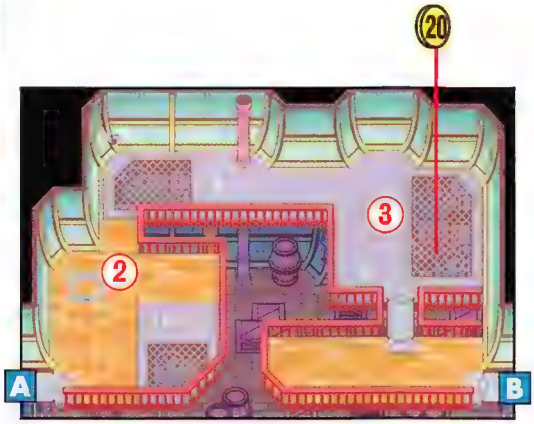


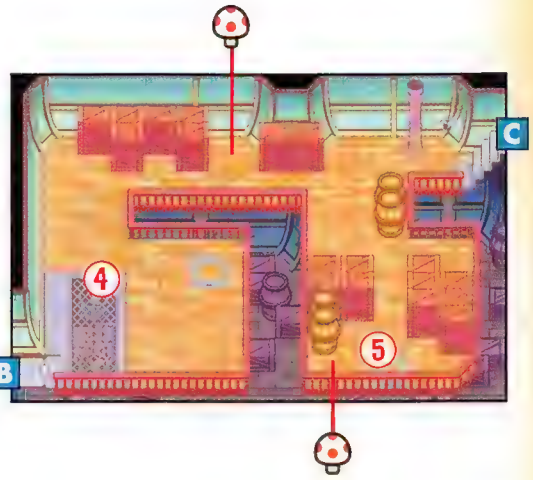
Koopa Cruiser

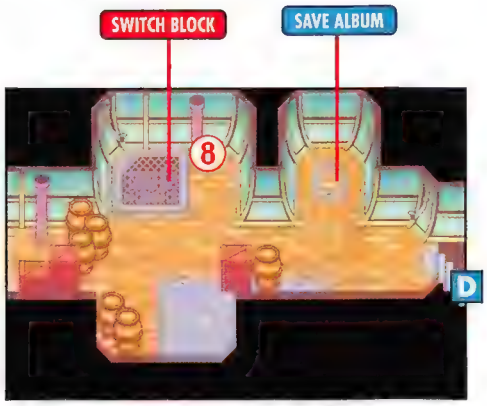
As Bowser and Mario take off in the Koopa Cruiser, the always-courageous Luigi insists on going with them.

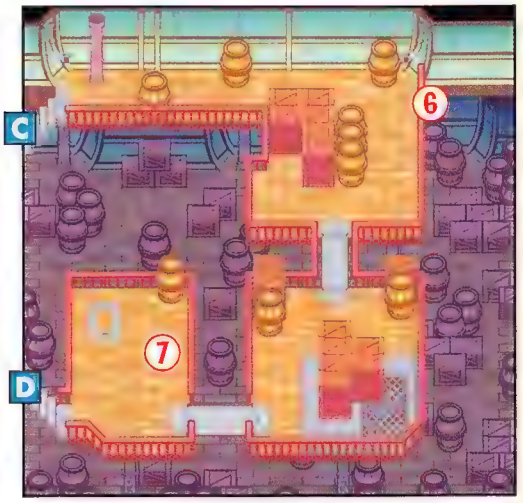










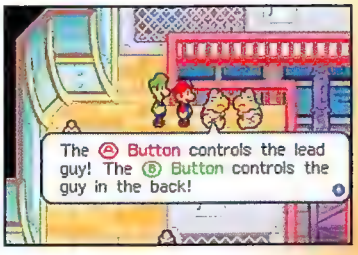


1 CHECKING YOUR LUGGAGE

By pressing Select to open your suitcase, you can view the brothers' status, as well as how many coins you've collected and your total play time. There are also three menu options: Items, Equipment and Bros. Info (see pages 18-19 for more information).

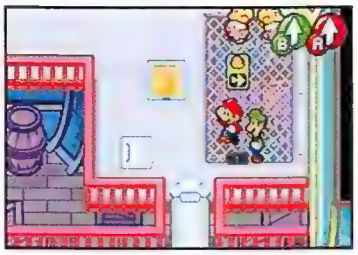
2 KOOPAS TEACH THE BASICS

If you don't feel like reading the beginning section of this wonderful guide (sniff), you can learn the basic controls by talking to the Koopas stationed throughout the ship. That's fine. Take the advice of Bowser's evil minions instead of your friends at Nintendo Power.



3 BROS. BLOCKS

When you hit a Bros. Block with Mario or Luigi, it changes to the other brother's color and moves sideways. Rapidly alternate hitting the block with the two brothers to collect as many coins as you can (the map indicates the maximum number possible).

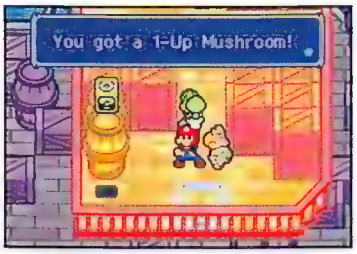


4 SAY CHEEP CHEEP!

Since Mario and Luigi are about to enter the Beanbean Kingdom for the first time, they're going to need passports. The Koopa at point 4 will offer to take their photographs. Step onto the mat and press a direction on the Control Pad to strike a goofy pose.

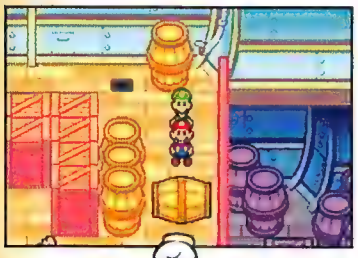
5 A GOOD DEED GOES REWARDED

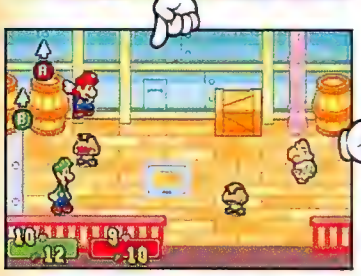
The Koopa at point 5 is the one to whom you gave directions in Toadtown Square. If you talk to him, he'll give you a 1-Up Mushroom as a token of his appreciation. Doesn't it warm the cockles of your heart to see such lifelong enemies getting along so well?

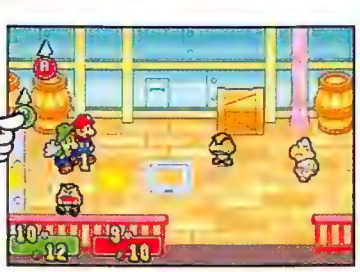


6 DODGE AND COUNTERATTACK

To push the large barrel out of your way, simply walk into it. The Koopa on the other side will offer to teach Mario and Luigi how to fight as a pair. Accept and approach the barrel to your right, then press the A Button to examine it. When asked if you wish to break the barrel, answer "Yes." You'll then engage two Goombas in battle.



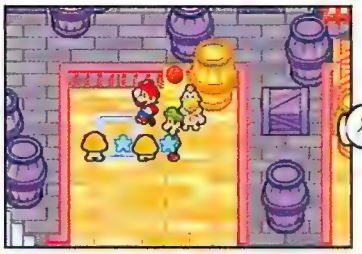


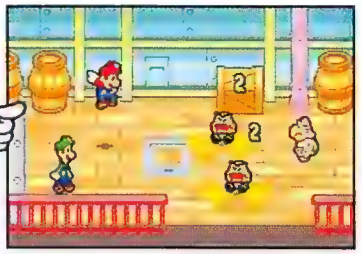


While you're battling the pair of Goombas, the Koopa will explain how to dodge and counter their attacks. Your timing has to be exact.

7 STOMP INTO BATTLE

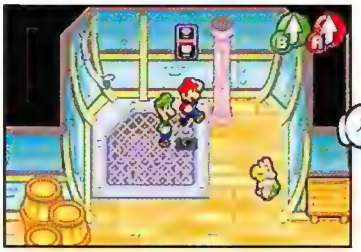
As the Koopa at point 7 explains, if you stomp on an enemy as you enter battle, it'll start the encounter by taking damage. If you miss, however, and the enemy hits the brother in the back, then that brother won't be able to move until his turn.





8 RIDE THE CRANE

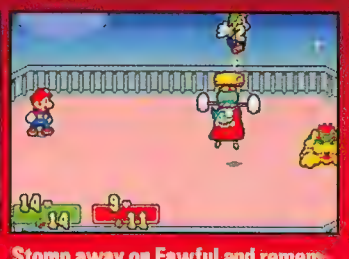
The way to the deck is blocked with cargo, so hit the Switch Block to activate the pinch crane. After the crane pulls up poor Luigi by the head, Mario will join him and Bowser topside, where the trio will be confronted by Cackletta and her top pupil, Fawful.



BOSS FAWFUL

After babbling incoherently about mustard of doom, Fawful will fire his helmet at Bowser then enter into battle with Mario and Luigi. The color of Fawful's dialogue text before he attacks indicates which brother he's going to shoot at. Once you disable his helmet, he'll start trying to ram the brothers instead. To counterattack, jump when his feet begin to shuffle.

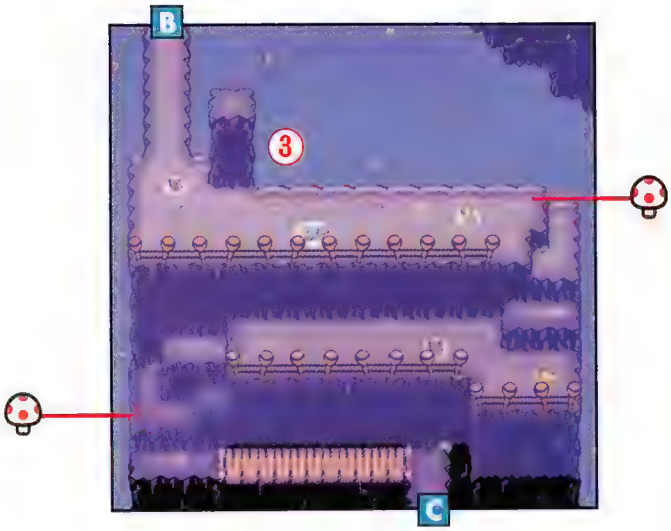
After the first round of battle, Bowser will come to and explain how to dodge Fawful's attacks.



Stomp away on Fawful and remember to time your button presses to inflict extra damage.

Stardust Fields

At the conclusion of your battle with Fawful, our heroes will "land" on the Mushroom Kingdom side of Stardust Fields.



ENEMIES

Fighter Fly J

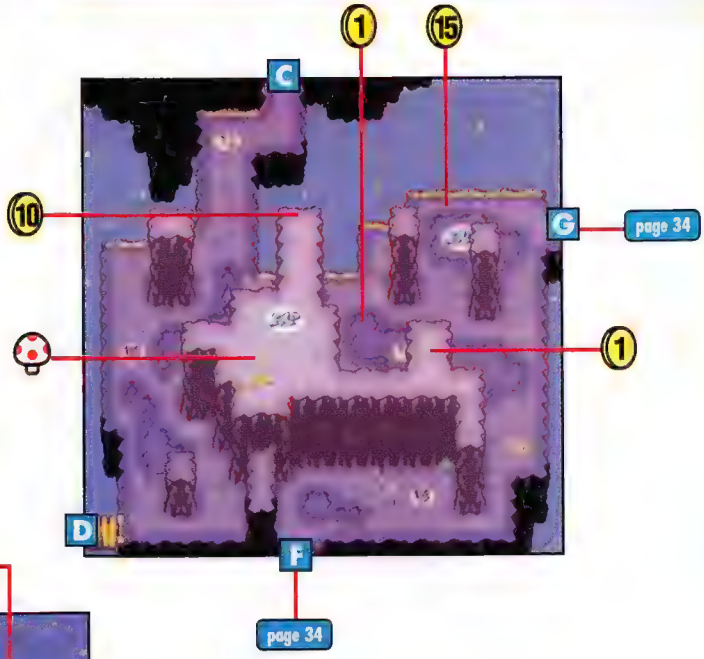
HP 5 / EXP 2

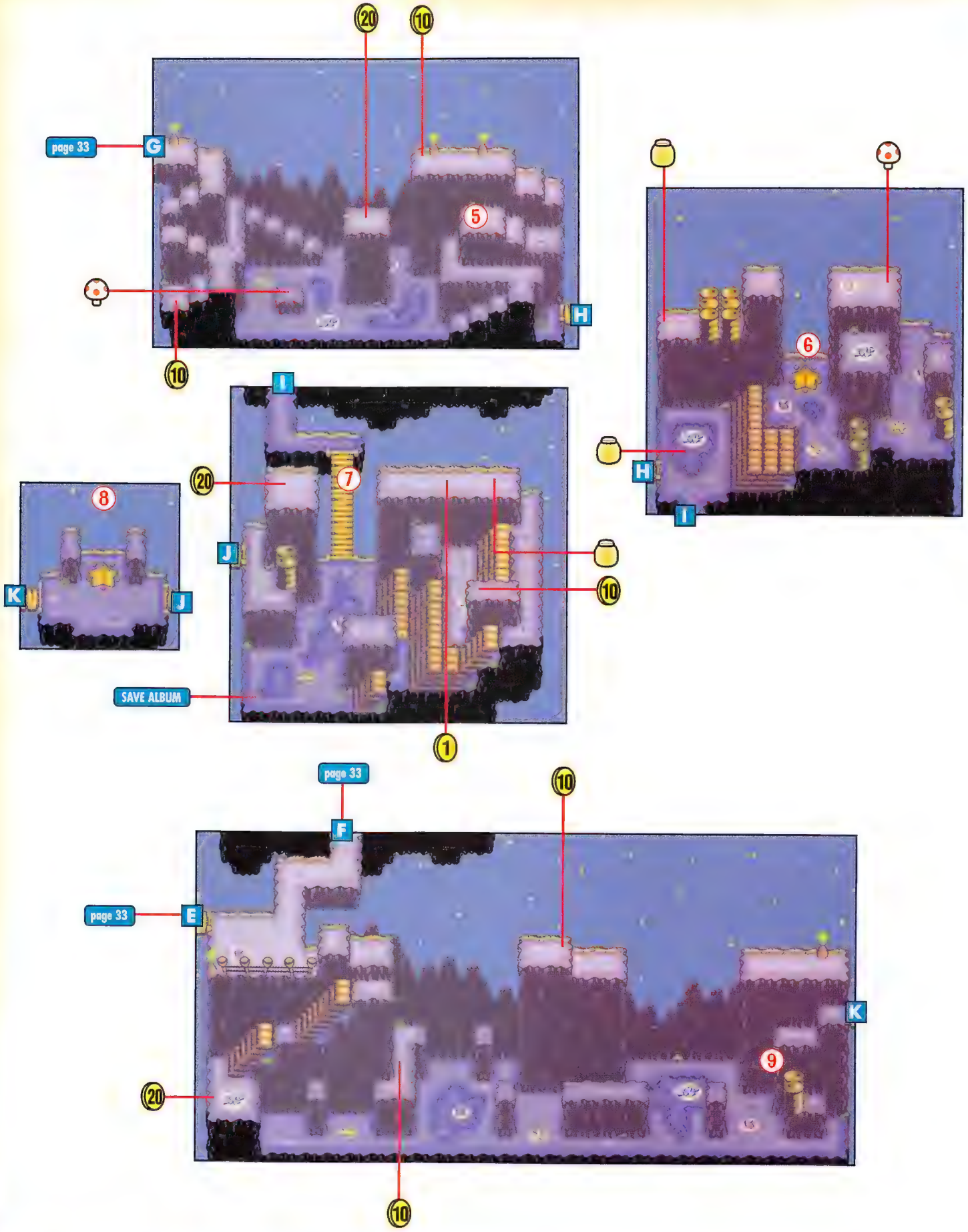
When a Fighter Fly attacks you, it hops once, pauses, then hops again. Jump at the end of the pause.

Bill Blaster J

HP 5 / EXP 3

Bill Blasters can fire only at the brother straight ahead of them, and the bullets move fairly slowly.

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SAVE ALBUM
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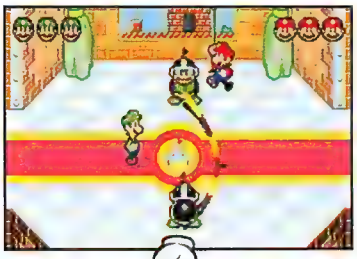
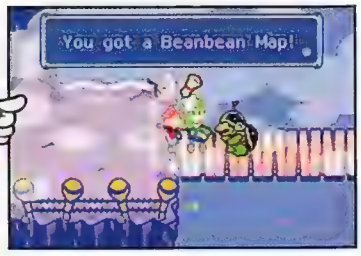
10

1 BORDER-JUMPING

The Border Bros. provide Mushroom Kingdom's security for its border with the Beanbean Kingdom. Before they'll allow you to cross, you must jump over the "royal border line" until the flag in the background reaches the top of the flagpole. If Mario or Luigi touches the line three times, you'll have to start over. Keep trying until you learn the pattern.

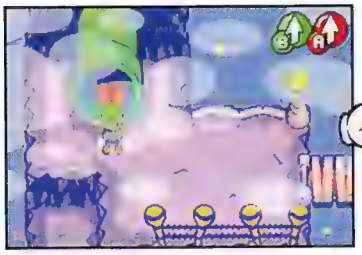


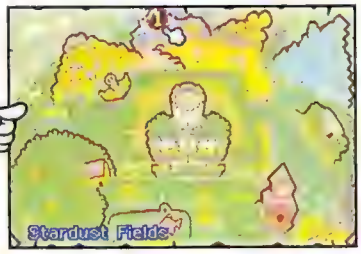
While you're crossing the bridge west of the building, one of the Border Bros. will run out and give you a Beanbean map, which you can view from your suitcase.



2 WARP PIPES

Warp pipes allow you to travel instantly to any location that you've already visited in the Beanbean Kingdom. Since you haven't been anywhere but Stardust Fields yet, the first warp pipe isn't particularly useful at this point.





3 BORDER DEFENSES

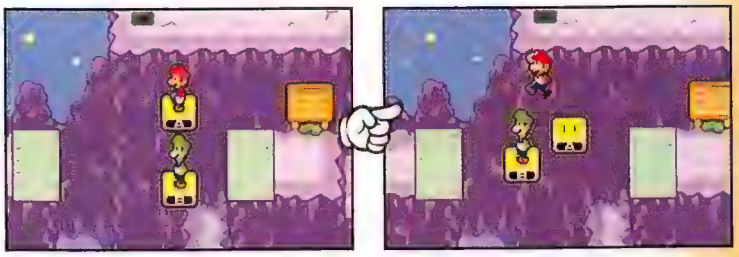
To get past the Spiky Stardust Defense System (a series of spikes that jut up from the ground), you can either press A then B as illustrated in the left screenshot, or press both buttons simultaneously as in the right screenshot.

4 BOWSER NEEDS RESCUING?!?

Bowser somehow managed to get stuck in a cannon that belongs to Tolstar, the king of Stardust Fields. Despite Mario's best efforts, he's unable to free the Koopa King. Tolstar offers to lend a helping hand in exchange for all your coins. After you hand them over, however, Tolstar demands an additional 100 coins. He then activates the southeast bridge so you can search the rest of Stardust Fields for said coins. Remember that in addition to finding coins in blocks, you can win them in battle.

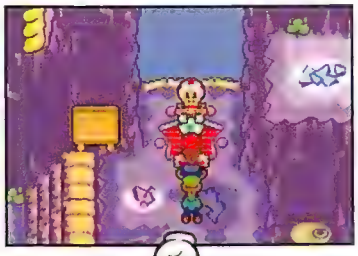
5 BIKE PADS

Bike Pads can help Mario and Luigi cross wide gaps. To operate the yellow pads, hold the Control Pad in the direction you wish to move, then alternate between pressing the A and B Buttons. Such teamwork demonstrates why Mario and Luigi are the best in the biz.



6 THE STARSHADE BROS.

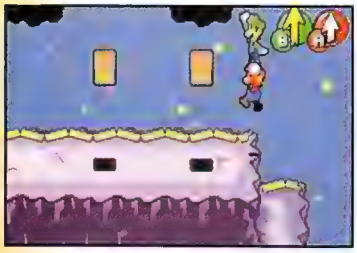
If you step on the star at point 6, the Starshade Bros. will teach you two Bros. Actions. First is the high jump. With Luigi in the rear, press L to select the action, then B to jump and B again the moment you land on Mario's head. To spin-jump, put Mario in the rear and press L then B to jump onto Luigi's shoulders, then B and the Control Pad.

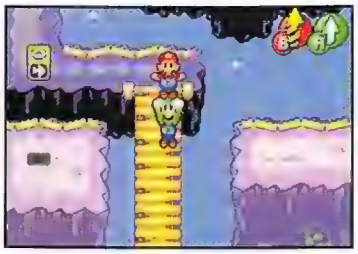


After the lesson, the Starshade Bros. will ask you to put your new skills to the test by reaching the flag atop the nearby ledge. Drop to your left afterward to grab some Syrup.

7 HARD-TO-REACH PLACES

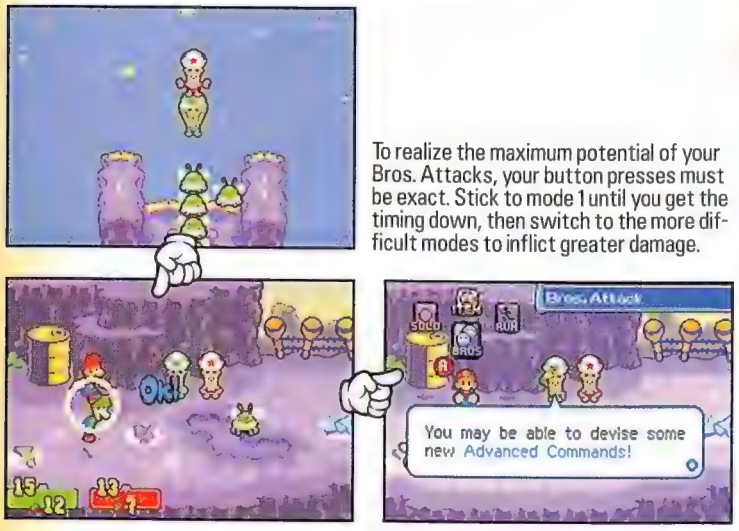
To reach the Bros. Block on the ledge left of the bridge, you must perform a spin jump from the ledge that's to the right. To get up there, you'll have to use Luigi's high jump at the ledge's east end. You'll also come across some Syrup and a coin.





8 AN EMOTIONAL REUNION

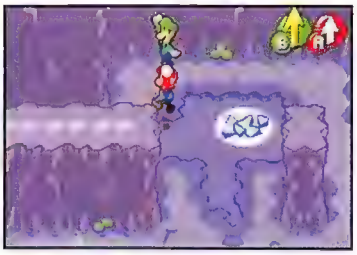
You'll run into the Starshade Bros. again at point 8, where they'll teach you how to use Bros. Attacks in battle. Each attack has three modes, which you can switch between with the L and R Buttons. The higher the mode number, the more difficult it is to pull off the attack, but the more damage you'll deal if you're successful.



To realize the maximum potential of your Bros. Attacks, your button presses must be exact. Stick to mode 1 until you get the timing down, then switch to the more difficult modes to inflict greater damage.

9 RETURN TO TOLSTAR

If you've already collected all the coins you need and want to avoid the enemies on the ground, you can spin-jump across the map from ledge to ledge, starting from the oil drums. If you still need more coins, take the low road, defeat the enemies, then high-jump onto the west ledge.



BOSS TOLSTAR

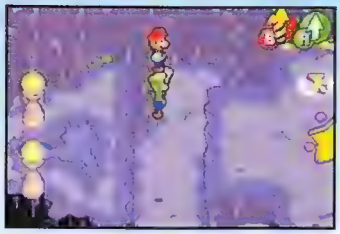
Rather than help Bowser as he promised, Tolstar decides to attack Mario and Luigi with spiked balls. Watch which hand he tosses them with—contrary to what he says, it will help you determine which brother he's throwing at. After you've depleted half his health, he'll start tossing two balls per turn. The ones he bounces at you will sail over your head as long as you don't jump.

Jump over the spiked balls that the king of Stardust Fields rolls at you to avoid taking damage.

You can defeat Tolstar through conventional stomping, but it's much quicker to use your Bros. Attacks.

HOOHOO OR BORDER BROS.?

After you defeat Tolstar, Bowser will take his leave and you'll have two options: either head west to Hoohoo Village or go back and try the Border Bros.' Border Jump challenge (along the way, you can use the high jump to reach some previously unattainable items).

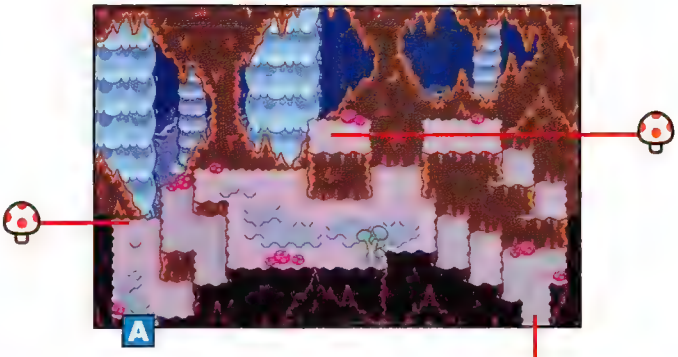


To proceed to Hoohoo Village, spin-jump to the ledge where Tolstar was sitting, then head west.

For every Border Jump challenge you complete, you'll receive a greater number of Hee Beans.

Hoohoo Village

Your first stop in the Beanbean Kingdom is Hoohoo Village, a typically quiet little burg that rests on the side of Hoohoo Mountain.



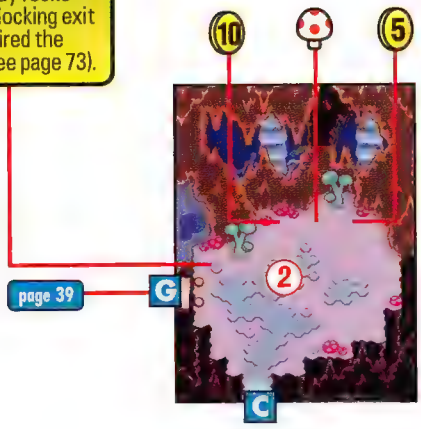
STARDUST FIELDS
page 33

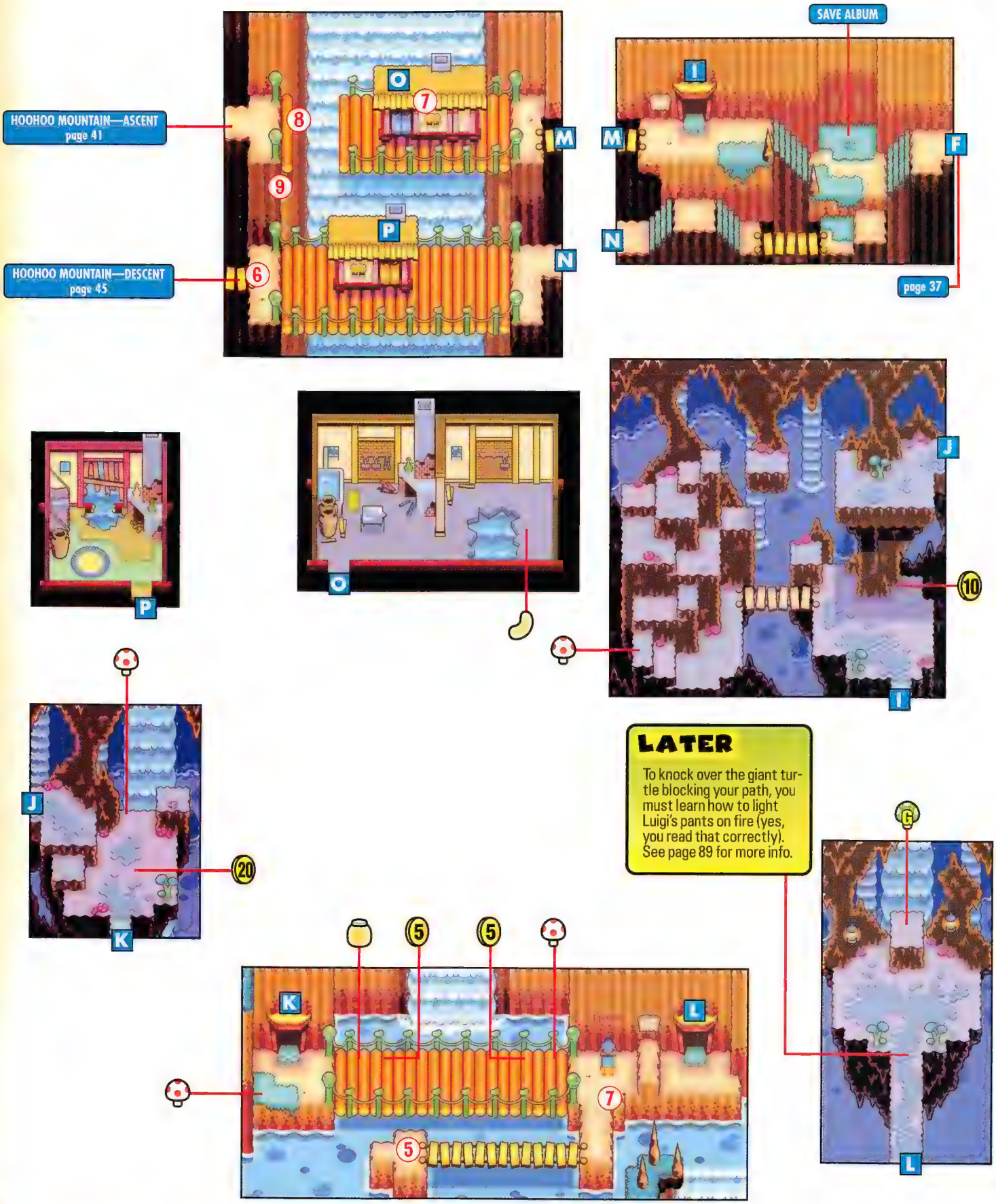
LATER

You won't be able to dig up the Chuckle Beans until you learn how to pound Luigi into the ground with a hammer (see page 56).

LATER

You can't smash gray rocks such as the ones blocking exit G until you've acquired the Super Hammers (see page 73).



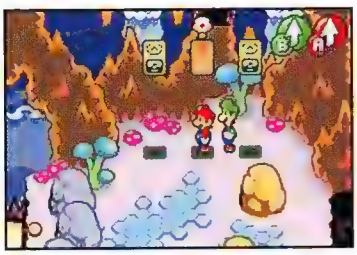

HOOHOO MOUNTAIN—ASCENT
page 41
HOOHOO MOUNTAIN—DESCENT
page 45
SAVE ALBUM
page 37
LATER
To knock over the giant turtle blocking your path, you must learn how to light Luigi's pants on fire (yes, you read that correctly). See page 89 for more info.

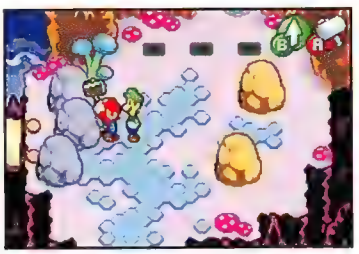
1 HOOHOO VILLAGE ON HIGH ALERT

As you start to cross the bridge into Hoohoo Village, soldiers will surround you and interrogate you regarding the disappearance of Prince Peasley. Fortunately, Tolstar will show up to vouch for the Mario Bros.' identities, and the soldiers will allow you to pass.

2 SOUTH CAVERN

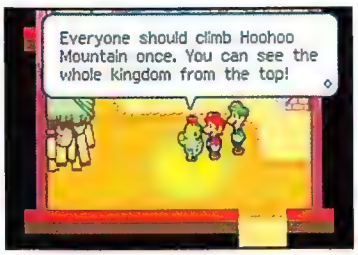
You'll find some coins and a Mushroom inside the cavern at the south end of the village, but you won't be able to destroy the rocks blocking exit G until you've acquired the level-two hammer later in the game (see page 73).

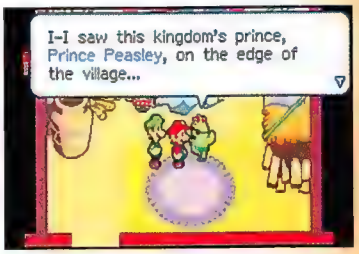




3 WHO ARE THE HOOHOOLIGANS?

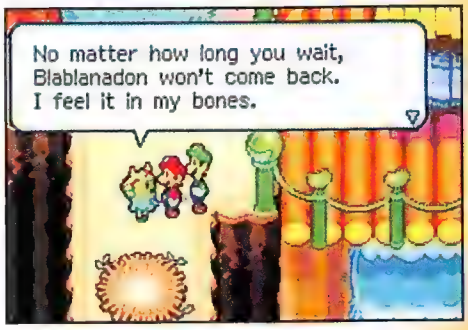
The people of Hoohoo Village are shaped like giant beans, but don't be afraid (after all, Toad and his ilk are shaped like giant mushrooms). They're quite friendly, and if you take the time to chat with them, they'll tell you about their village and Hoohoo Mountain.





4 BLABLANA-WHATNOW?

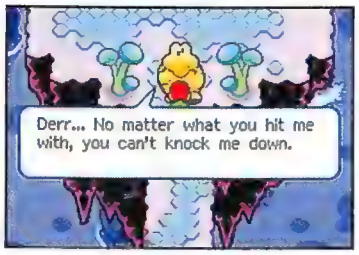
There's a giant bird in Hoohoo Village called Blablanadon that can take you to the top of Hoohoo Mountain, but it seems to have disappeared. The villager near its nest assures you that the bird won't be coming back (She says she feels it in her bones. What kind of wonky beans have bones?), so you'll have to hike up the mountain on foot. Before you do so, however, you have lots more businees to attend to in the village.



5 SIGHTSEEING

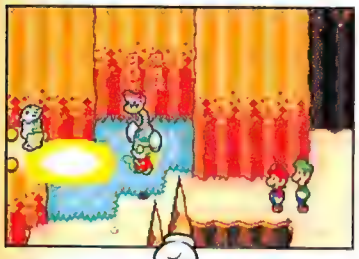
Though it's not necessary, if you head to point 5 on the map, you can collect quite a few coins and Mushrooms and meet a lovely couple that's standing in front of the waterfall along the way. If you spit water at the machine there (see tip 2 on page 43), a coin or a Mushroom will pop out.

The turtle in the cave east of the bridge is right—you don't have anything that can knock him down. Come back when you're packing a meaner punch.

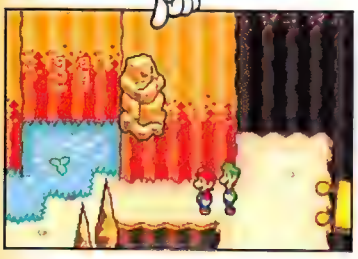


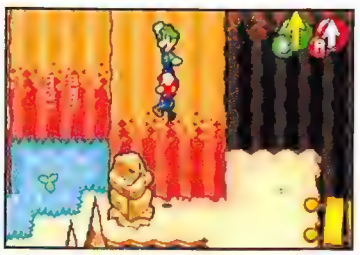
6 FAWFUL HAS FURY!

You'll run into Fawful at the other end of the bridge at point 5. After he takes care of a Hoohoo soldier, he'll turn his attention to the Mario Bros. and drop a giant stone statue to prevent them from descending Hoohoo Mountain. Of course, no encounter with Fawful would be complete without an utterly nonsensical yet highly amusing rant.



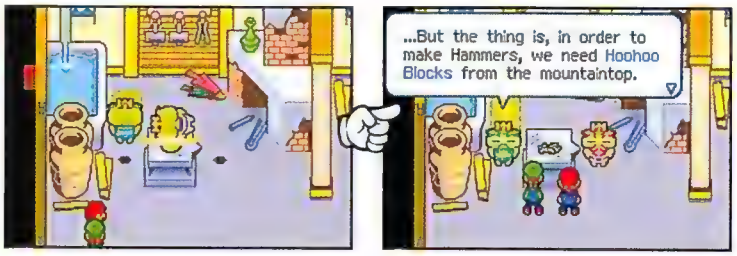
Though it may look possible, you can't high-jump over the statue. You'll return later when you're able to deal with it.





7 THE HAMMERHEAD BROS.

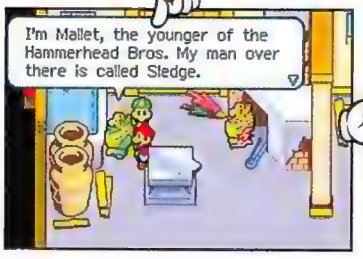
If you stop by their house, the Hammerhead Bros. (not to be confused with the Hammer Bros.) will offer to make hammers for Mario and Luigi. To do so, however, they'll need you to retrieve some Hoohoo Blocks from the mountain's summit.



8 BRIDGE UNDER CONSTRUCTION

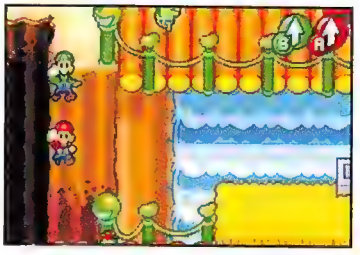
The bridge leading to the top of Hoohoo Mountain is being repaired. If you talk to the construction workers, they'll tell you to go chat with the other villagers for a while and come back later. Take a moment, however, to marvel at Beanbean architecture as the intact portion of the bridge remains suspended in air. Amazing!

The people of Hoohoo Village work fast. If you go inside and talk to the Hammerhead Bros. again, the bridge will be finished by the time you come out.



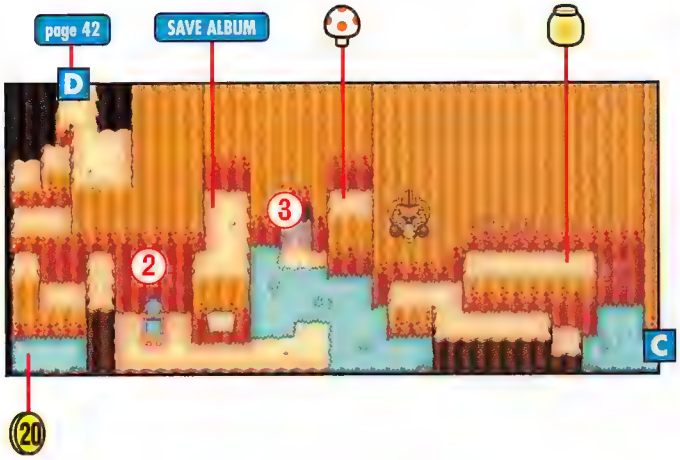
9 LOOK OUT BELOW!

Mario and Luigi are like cats—they always land on their feet. When you're ready to descend the mountain a little later in the game, you can drop from the ledge at point 9 and land safely on the bridge below. For now, though, head west toward the mountaintop.



Hoohoo Mountain—Ascent

The hike to the top of Hoohoo Mountain involves a bizarre system of water fountains, flaming statues and whirlwinds.



ENEMIES

Beanie J

HP 6 / EXP 8

Beanies stop and run in place before they strike. When one stops far away, it'll trip before it gets to you.

Dry Bones J

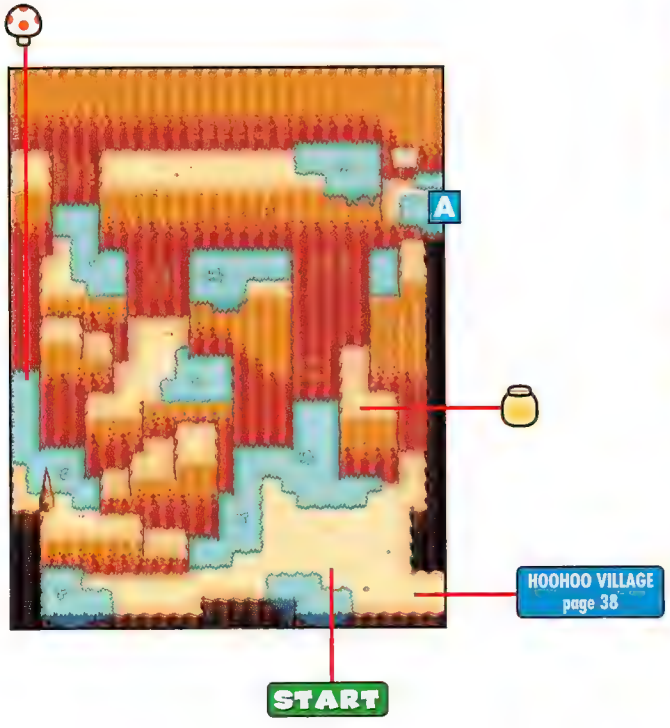
HP 8 / EXP 6

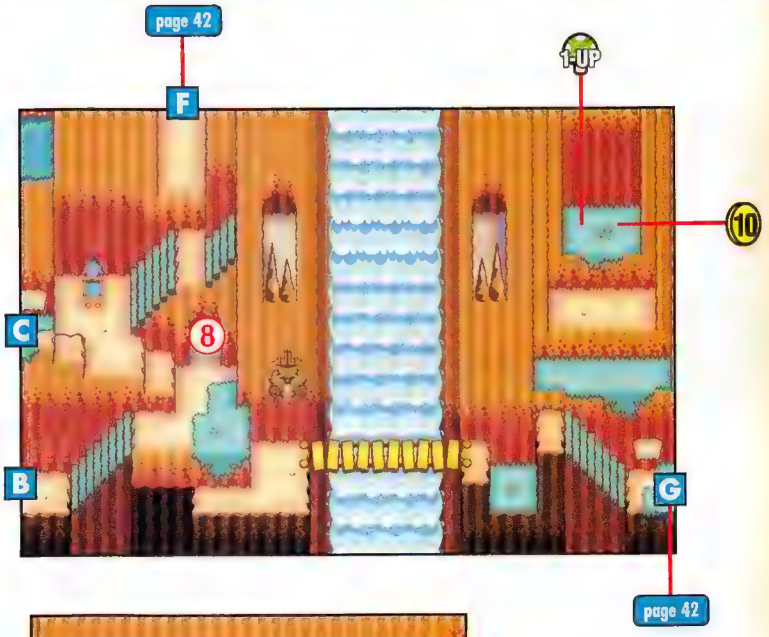
When a Dry Bones's head spins horizontally, it's about to attack Mario; vertically, it's about to attack Luigi.

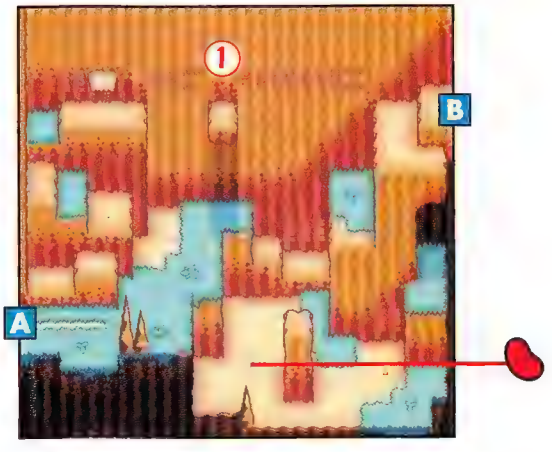
Rex J

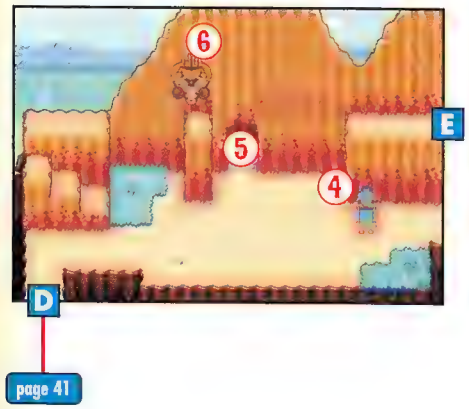
HP 16 / EXP 8

Always target Rexes first. As you stomp them, they get shorter and thus easier to jump over.





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4
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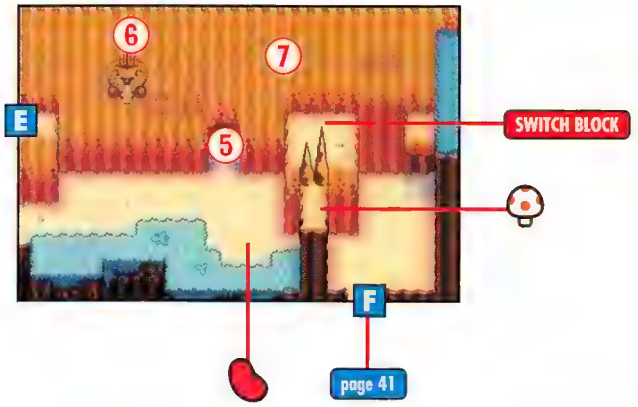
page 41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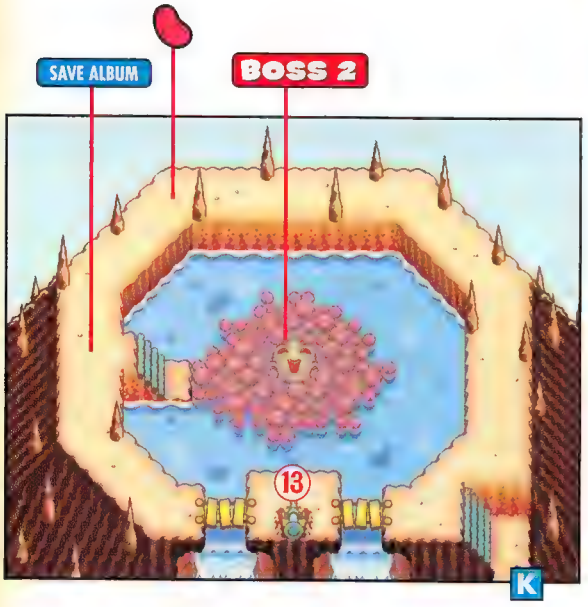
SWITCH BLOCK
F
page 41


SAVE ALBUM
BOSS 2
13
K

J
1-UP
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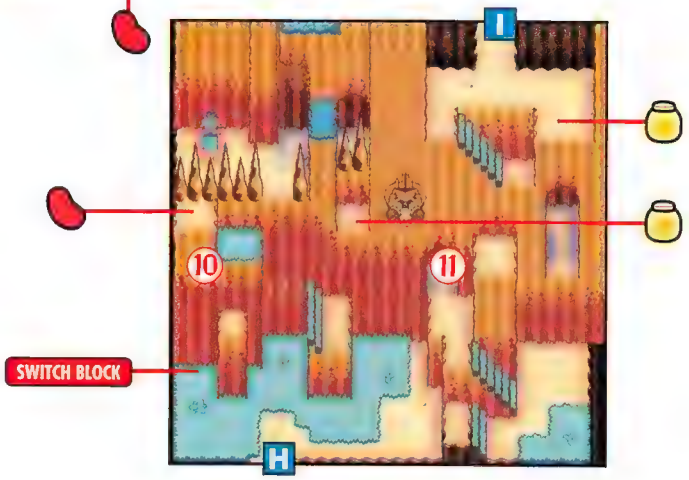
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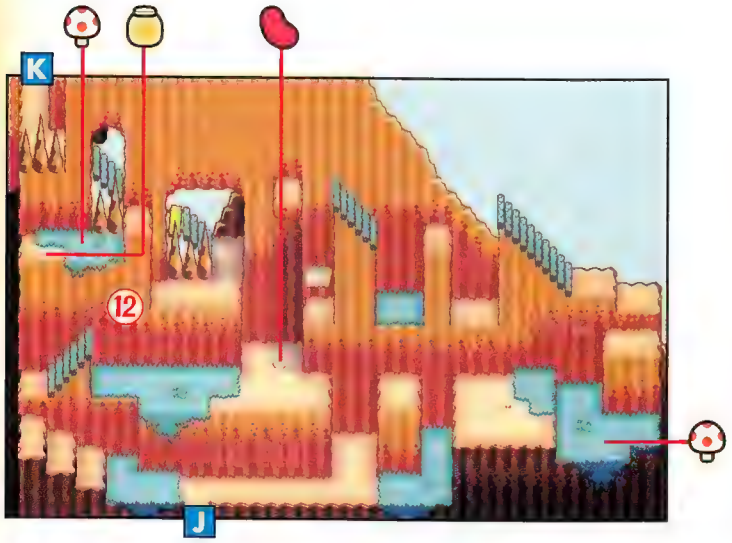
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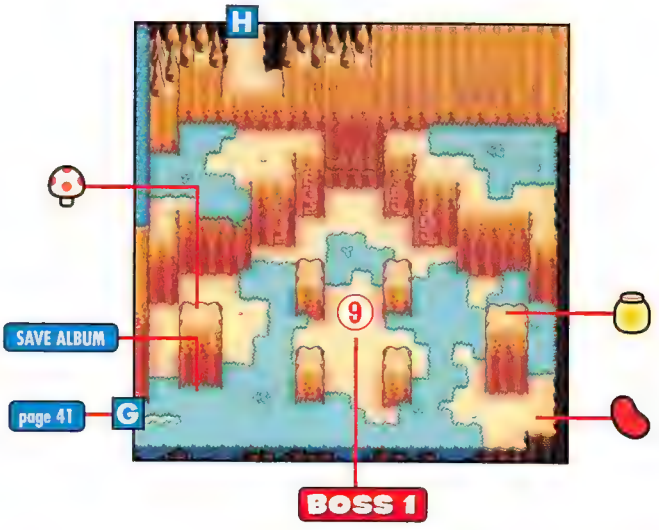
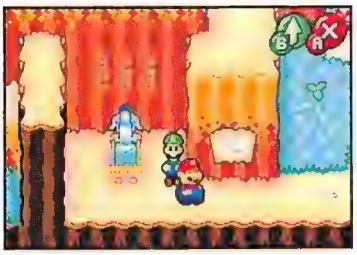

H
9
SAVE ALBUM
page 41
G
BOSS 1

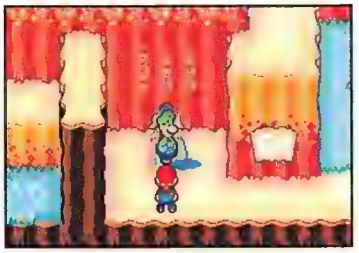
1 WHIRLWINDS

If you spin-jump into a whirlwind then press the desired direction on the Control Pad, you can propel Mario and Luigi across gaps that you're incapable of clearing with a regular spin jump. Use the whirlwind at point 1 to proceed east up the mountain.

2 OVERHYDRATION

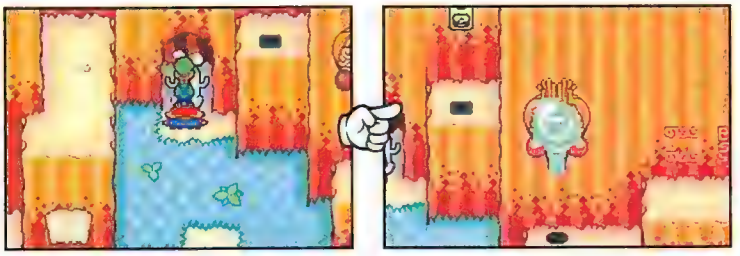
If you approach the fountain with Mario in front, he'll keep drinking until he gets obscenely bloated. Luigi, being somewhat slimmer in stature, isn't able to store any extra water and will spit it out immediately.





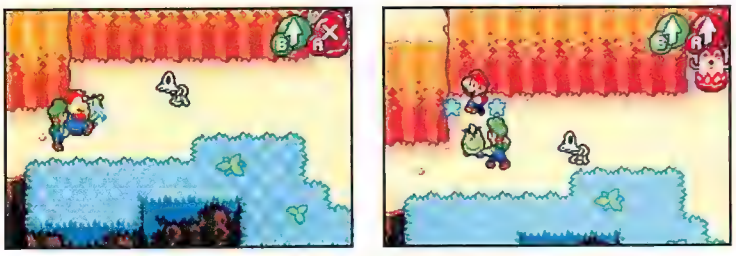
3 HUMAN FIRE HOSE

Drink from the fountain with Mario, then stand in front of the flaming statue nearby and perform a high jump. Luigi will stomp on Mario's head, causing him to spit out the water and extinguish the flames. Use the whirlwind that appears to proceed westward.



4 WATER CONSERVATION

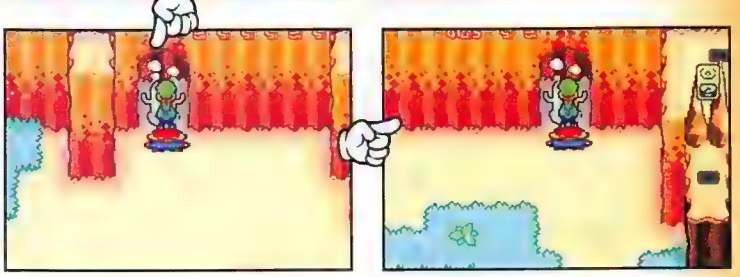
If you run into an enemy while Mario is bloated, he'll spit out his water immediately. It's a good idea to defeat all of the enemies to the east and west of the fountain at point 4 before you try to extinguish the two statues nearby.



5 MORE FIREFIGHTING

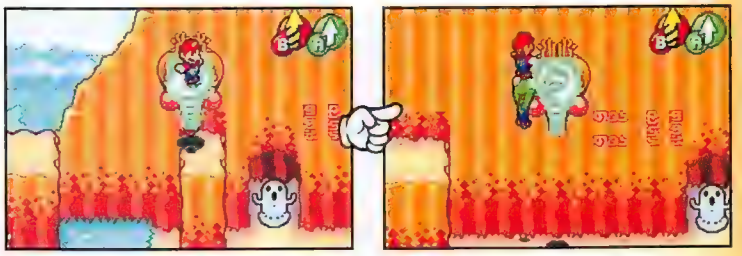
Once you've eliminated all of the potential threats to Mario's bloated form, drink from the fountain and put out the flames that are engulfing the statues to the east and west. Please be sure to hit the statues on your first try: such rapid weight fluctuation can't be good for Mario's physical well-being.

Luigi has finally found an excuse to stomp on Mario's head—sweet revenge for all those years of being forced to play second fiddle.



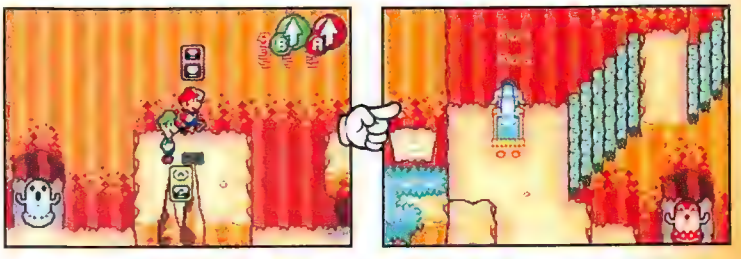
6 GETTIN' DIZZY

As with the previous statue, whirlwinds will appear in front of the faces on the mountainside when you put out the flames. Hop onto the west ledge, then spin-jump into the whirlwinds to reach the Switch Block at point 7.



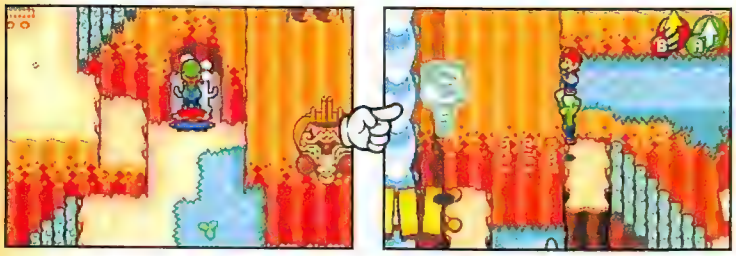
7 LET IT FLOW

Hit the Switch Block to activate the first fountain you came across (east of the statue at point 8). The shortest way to get back to the fountain is to drop to your right and head south. Spin-jump around the stalagmites first to grab the Mushroom on the other side of them.



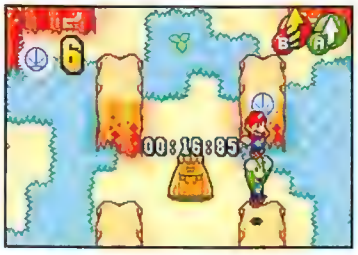
8 SUCCESSIVE WHIRLWINDS

With water flowing from the nearby fountain, you can extinguish the flaming statue at point 8. Spin-jump into the whirlwind that appears, then propel yourself east into another whirlwind, and east again onto the ledge. Use your high jump to reach the Mushroom and coins.



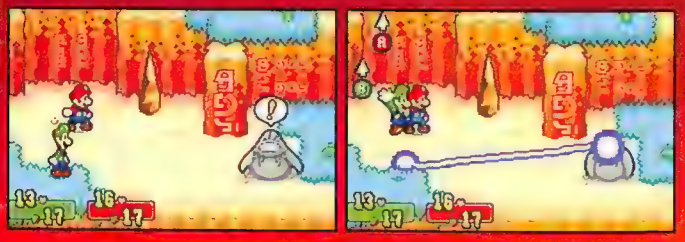
9 SPIRIT-GATHERING

The statue at point 9 is Hoohooros, an ancient weapon of the Hoohoo civilization. Before you can proceed, you must accept its challenge to catch 10 Hoohoo Spirits in 30 seconds. Each spirit disappears after about 3 seconds, so spin-jump from ledge to ledge as quickly as possible.



BOSS 1 HOOHOOROS

After you complete its challenge, Hoohooros will engage Mario and Luigi in battle. The statue can create stone pillars that fire lasers at the brother who's in front of them. Hoohooros itself fires a laser that sweeps across the field, requiring you to jump over it with both brothers. Target the pillars first—if you allow Hoohooros to create two at a time, the statue will hide beneath one of them.

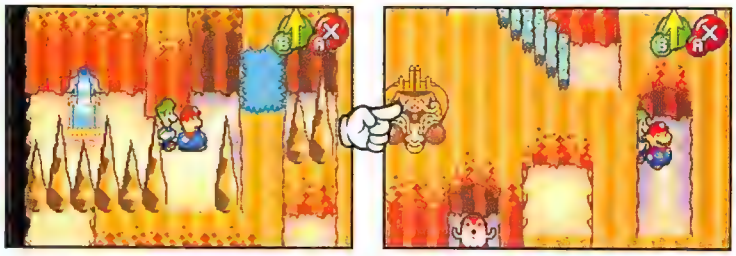


10 ONE MORE FOUNTAIN

Hit the Switch Block to activate the fountain to the north. To reach the water, start by spin-jumping from the ledge with the flaming statue on it (point 11) onto the ledge next to the Switch Block. From there, high-jump north then west, then spin-jump through the stalagmites.

11 HIDDEN PATH

Follow the path east behind the wall, then drop down and spit out Mario's water to extinguish the statue. Make your way back to the blue ledge beneath the stalagmites and spin-jump into the whirlwind. Propel yourself east, then high-jump onto the ledge above and head north.

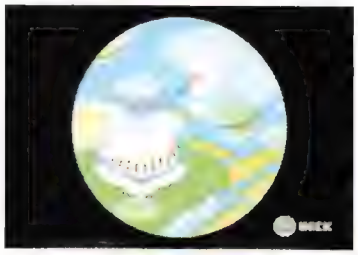


12 LEAD THE WHIRLWIND

To cross the gap that begins at point 12, you have to spin-jump into the moving whirlwind and sort of lead it along by propelling yourself east a little bit, then spinning back into it. Repeat the process until you're close enough to reach the whirlwind at the other end.

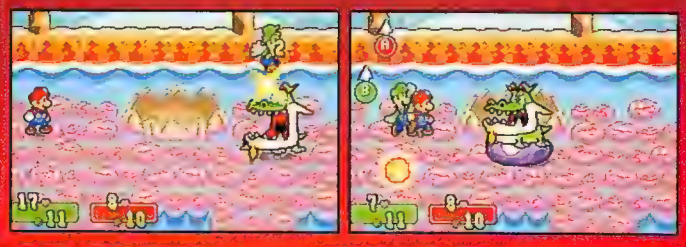
13 VIEW FROM THE TOP

The telescope at the top of Hoohoo Mountain provides a lovely view of the Beanbean Kingdom. Press the A Button to take a peak, and use the Control Pad to pan around. When you're ready to move on, save your game at the Save Album close by.



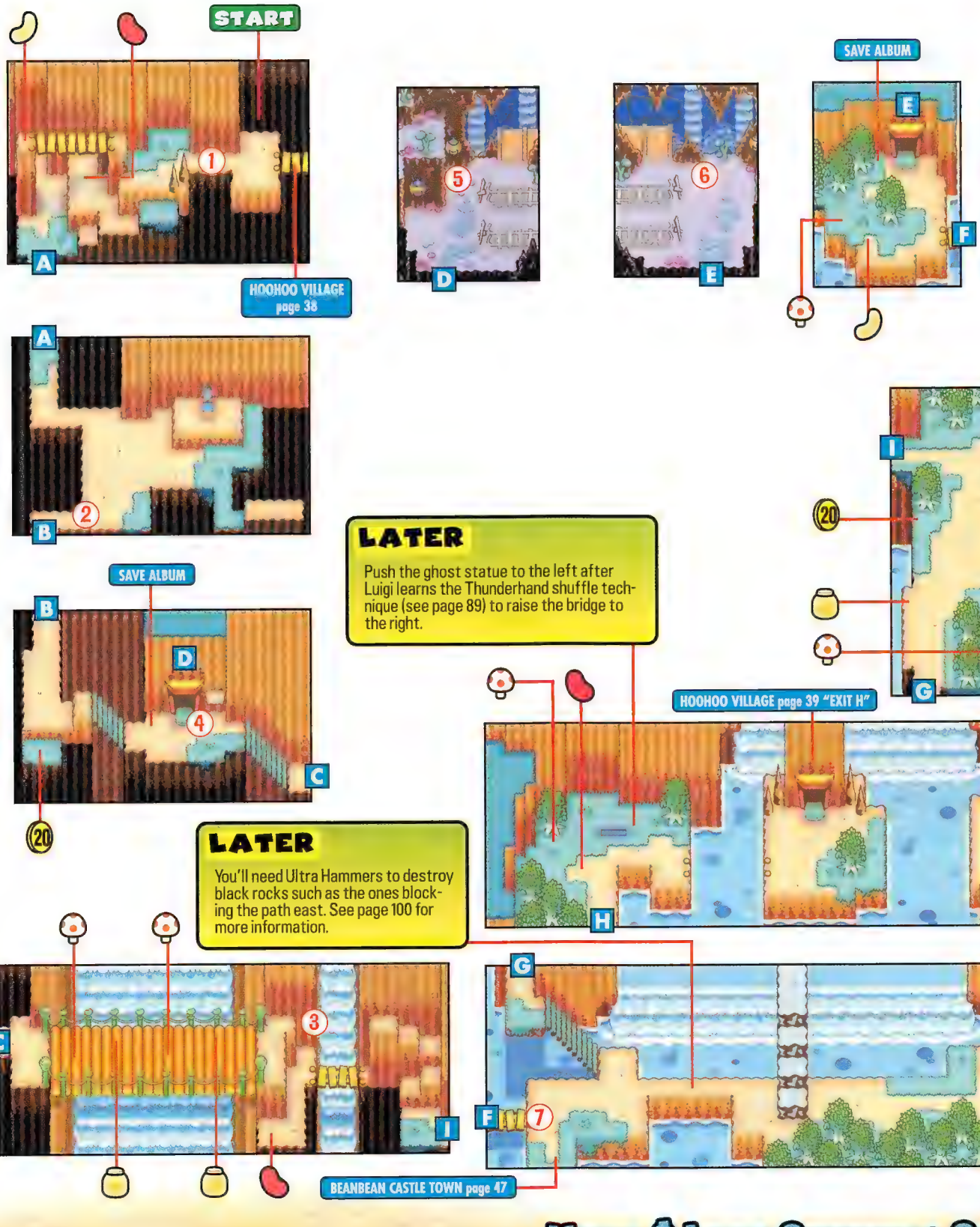
BOSS 2 DRAGOHOHO

Kick the stone in front of the sleeping bird to trigger a battle with Dragohoho. The grumpy hatchling hurls stones at our heroes. If he tilts his head back before attacking, he'll fire at Mario; otherwise, he'll fire at Luigi. On occassion, he'll spit up a huge Hoho Stone that he uses as a platform to attack you from close range. Smash the stone to keep him at a distance.



Hoohoo Mountain—Descent

After you defeat Dragohoho, Blablanadon will kindly fly you back to Hoohoo Village. Your next goal is to climb *down* the mountain.



LATER

Push the ghost statue to the left after Luigi learns the Thunderhand shuffle technique (see page 89) to raise the bridge to the right.

LATER

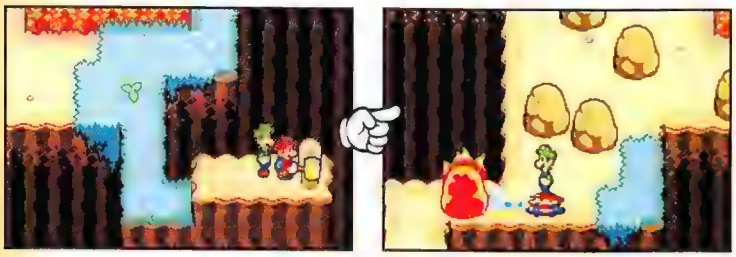
You'll need Ultra Hammers to destroy black rocks such as the ones blocking the path east. See page 100 for more information.

1 HAMMER TIME

To smash the statue that Fawful dropped to block the path leading down the mountain, you'll have to stop by the Hammerhead Bros.' house and pick up a pair of hammers. The friendly duo will even teach you how to use your new tools.

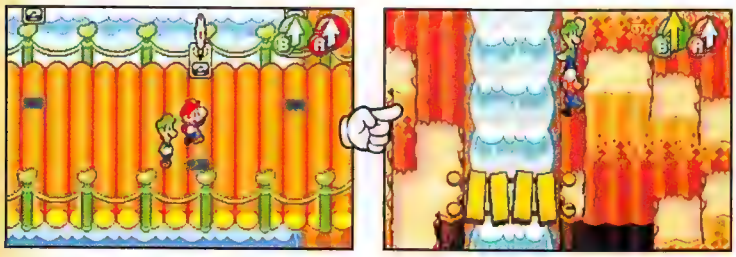
2 BURNING ROCK

Drive in the stake at point 2 with your hammer to activate the fountain. Get Mario good and bloated again, put out the flames engulfing the rock in the southwest corner, then smash the rock with your hammer.



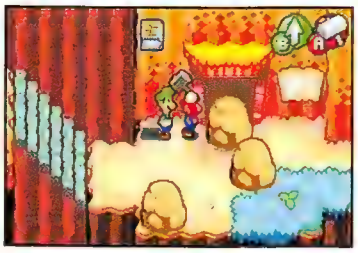
3 OUT OF REACH

If you keep heading east, you can collect some Mushrooms and Syrup on the bridge, but there's no way to reach the exit labeled I from there. The only way to get to the bottom of the mountain is to take the mine carts.



4 CLEAR THE MINE ENTRANCE

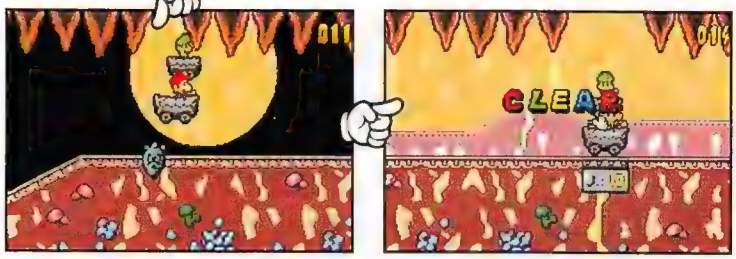
Pull out your trusty hammer and destroy the rocks in front of the cavern at point 4. Then hold onto your trousers, because you're about to go on a thrilling mine-cart ride.



5 MYSTERIOUS MINE CARTS

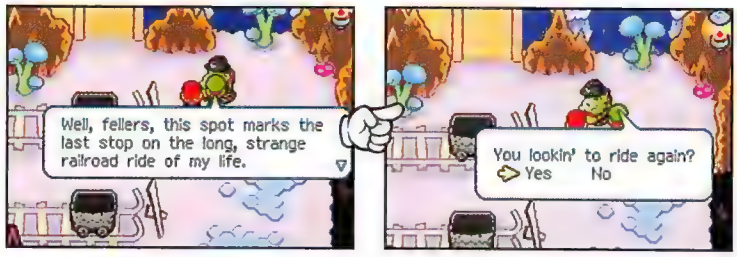
Talk to the old man in the rocking chair to ride a pair of mine carts to the bottom of the mountain. Use the Control Pad to aim your flashlight, and press the A and B Buttons to jump with Mario and Luigi respectively. You must finish the ride with 10 Diamonds, so be sure to grab them along the way, as well as Batteries to prevent your light from going dim.

You lose a Diamond each time you run into an obstacle, so keep the light trained on both Mario and Luigi at all times.



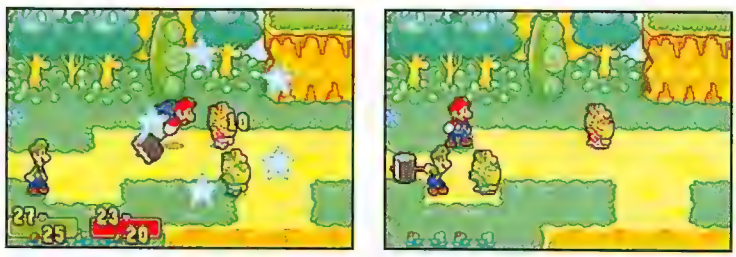
6 WANNA GO AGAIN?

Once you've successfully reached the bottom of the mountain, the old man will ask if you want to ride again. If you find yourself answering "yes," you may want to look into a career in spelunking. When you're finished, head out onto the kingdom map.



7 HERE COMES THE HAMMER

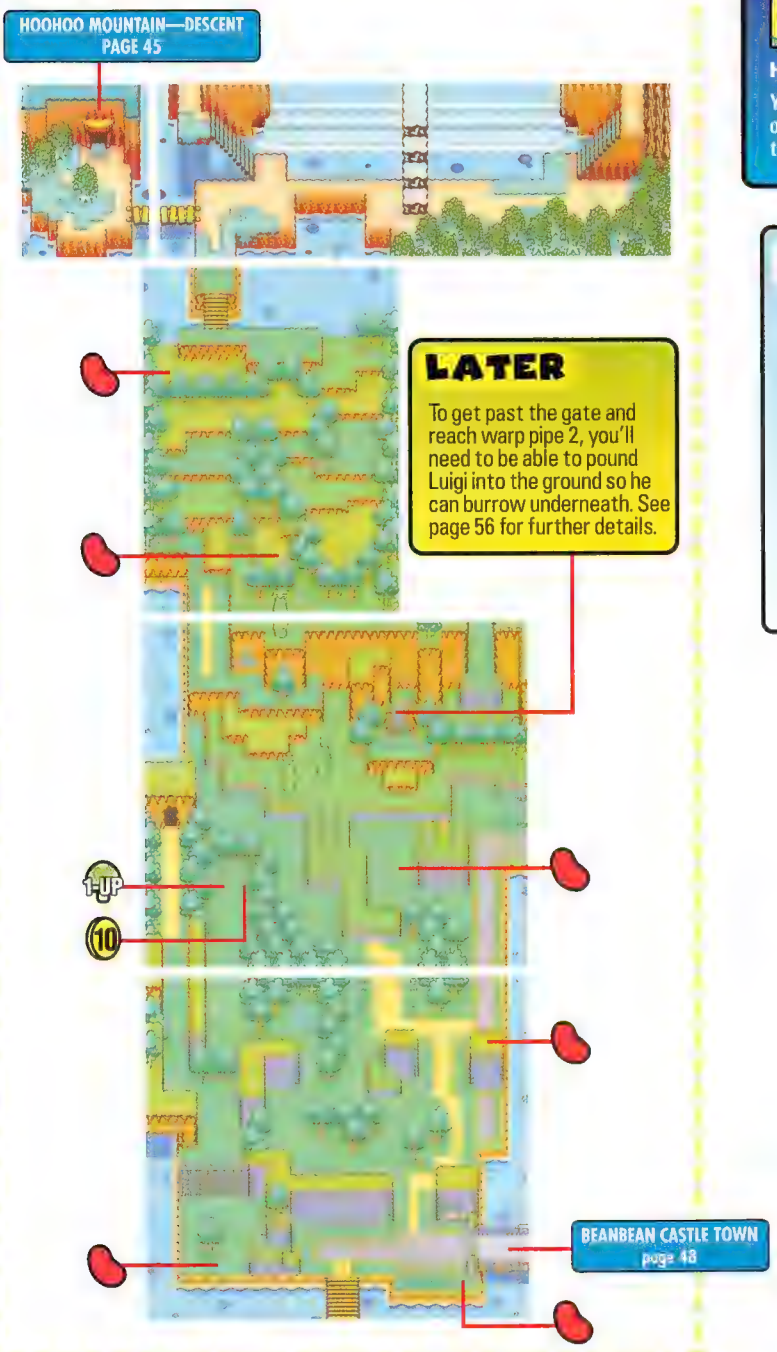
When you cross the bridge, the Hammerhead Bros. will offer to show you how to use your hammers in battle. You can also use them as you're approaching an enemy on the map to daze your foes at the beginning of the encounter. See page 13 for more information.



Beanbean Castle Town

Head south and follow the signs to Beanbean Castle Town. Unfortunately, the town is in a bad way by the time you get there.

Kingdom Map



Enemies

Sharpea H

HP 3 / EXP 2

You'll take damage if you try to jump on Sharpeas, so use your hammer to take 'em out instead.

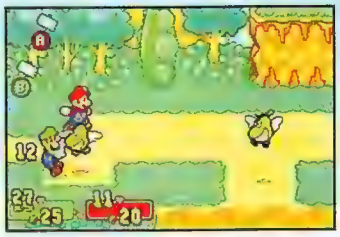
Sworm J H

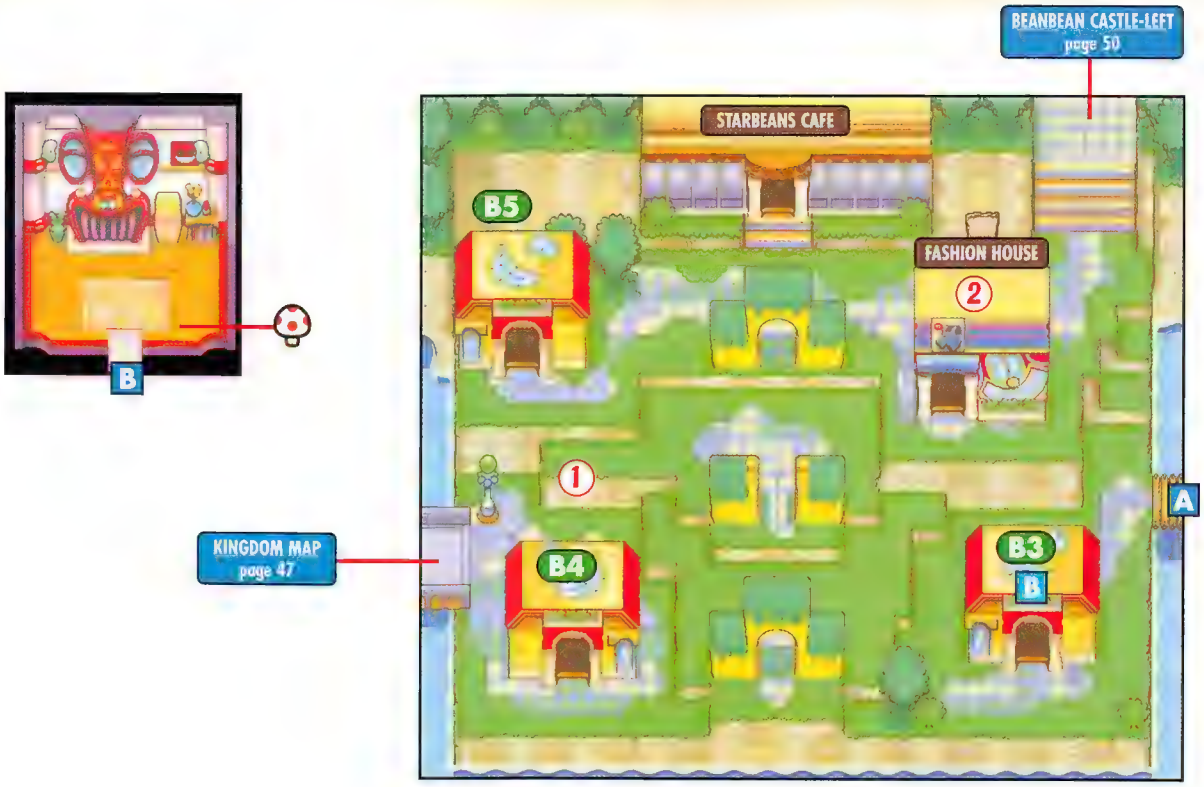
HP 14 / EXP 50

Sworms can attack from under you or in front of you, so be prepared to jump or use your hammer.

Stay the Course

As tempting as it may be to wander around the kingdom, you run the risk of engaging enemies that you're not equipped to handle yet. Keep heading south to Beanbean Castle Town—you'll explore the rest of the map when Mario and Luigi are a bit stronger.





1 A TOWN IN RUIN

Beanbean Castle Town has likely seen better days (or at least one would hope). Before you talk to the townsfolk to find out what happened, you may want to grab a handkerchief. The expressions on the people's faces can really tug on the ol' heartstrings.

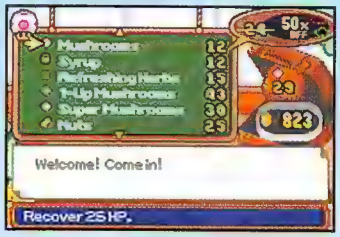
2 STILL OPEN FOR BUSINESS

With the town in such bad shape, the only building you can enter is the fashion house. Unfortunately, the only items available are Mushrooms and Syrup, both of which you should have plenty of already. After you defeat Queen Bean, however, badges and gear will go up for sale.

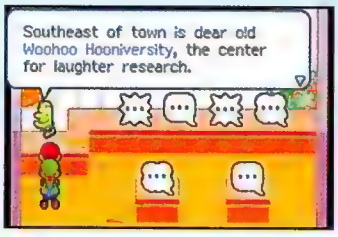
TOWN REVIVAL

The town will have recovered by the time you save Queen Bean (see page 61). On your way to Woohoo Hooniversity, you can chat with the villagers and stop inside the newly repaired houses and shops. For more information on the various shops, refer to pages 20-21.

At the Starbeans Cafe, you can blend your own drinks with the beans you've found.



More items will become available at the item shop as you progress in the game.



For 100 coins, the information booth will provide you with a hint of what to do next. Save your money.

You can buy new trousers and badges for Mario and Luigi at the town's fashion house.

FIND THE BEANLETS

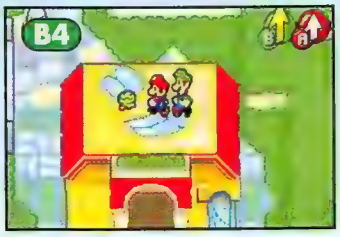
After you save Queen Bean, talk to the villager pacing between the item shop and the information booth. If you agree to help him out, he'll ask you to find his pet Beanlets. Their locations are marked on the map as B1 through B5. See the screenshots and captions to the right for more information. If you bring all five Beanlets back to their owner, he'll give you a Golden Mushroom, which completely refills one character's HP and BP, as a token of his appreciation.

Can you blame the Beanlets for taking off when their owner talks like that?

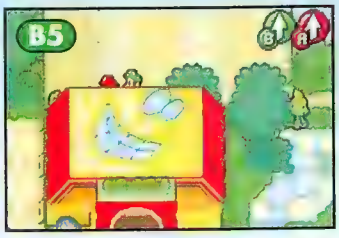
The Beanlet nearest its owner is in the upper right-hand corner of the east map.

The next Beanlet is on the roof of the north building. Perform a high jump to get up there.

To retrieve Beanlet three, head to the west section of town and high-jump onto the southeast roof.



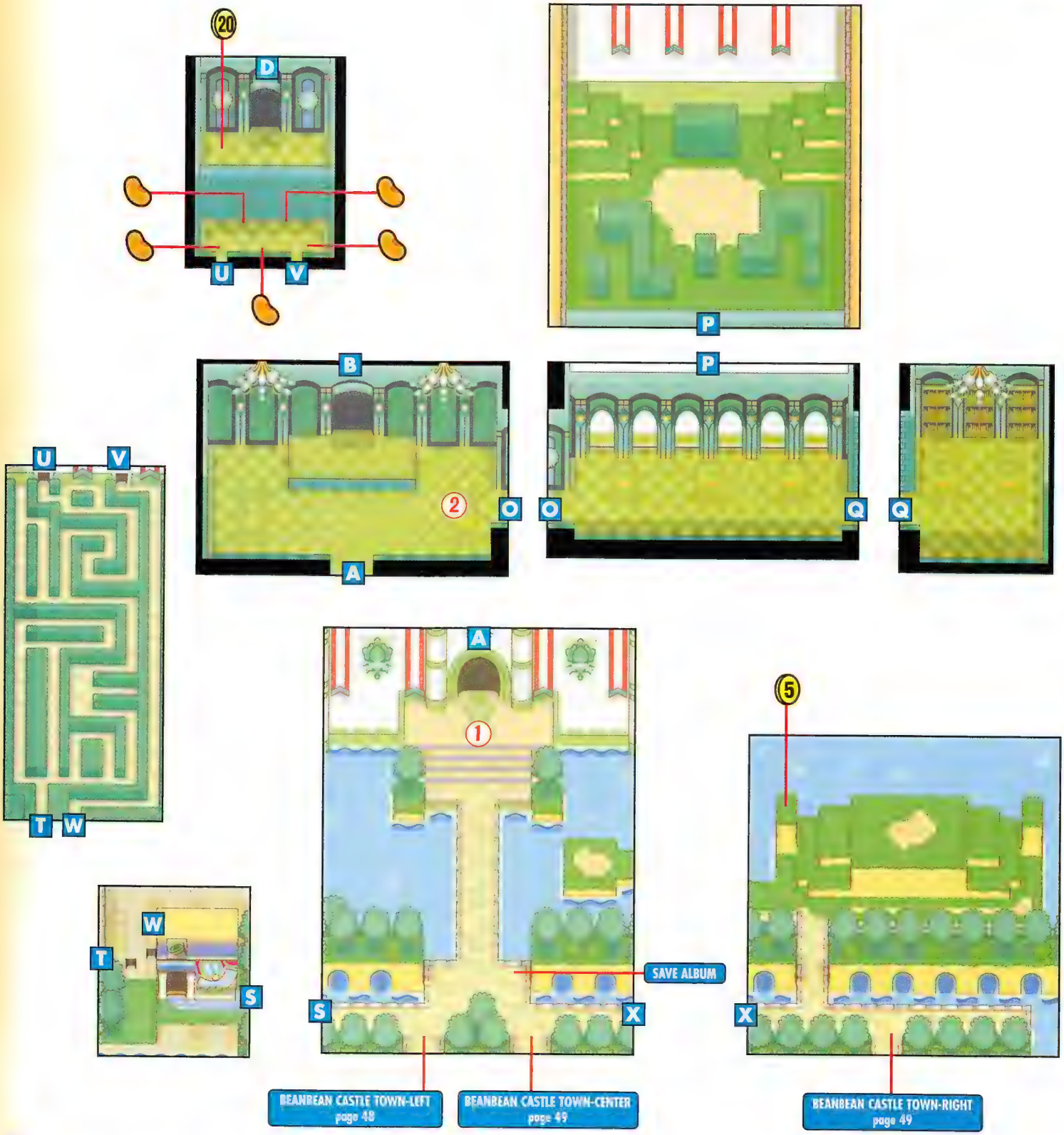
The fourth Beanlet is atop the information booth roof. Head due west from where you found number three.



The fifth and final Beanlet is behind the house in the northwest corner of town.

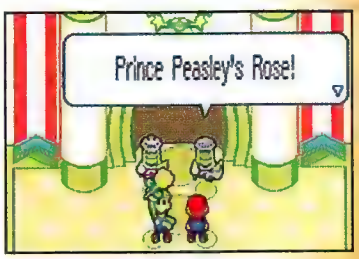
Beanbean Castle

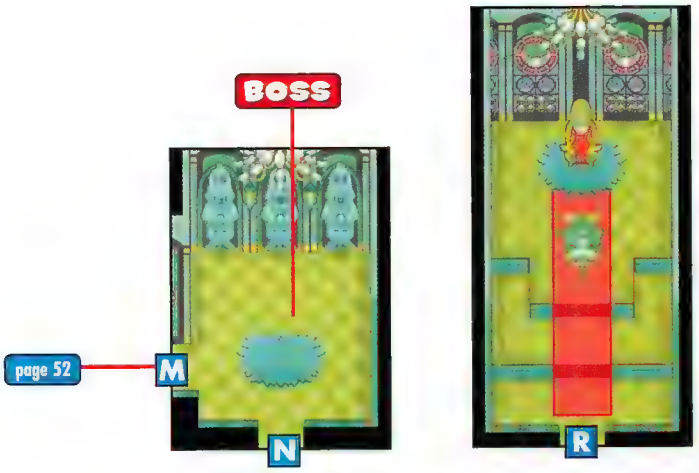
Security in Beanbean Castle is understandably tight. Once our heroes gain entry, they'll have a rare opportunity to practice their trade.



1 THE CASTLE GATE

You can't get past the barriers blocking the east and west paths in front of the castle yet, so make a beeline for the gate. After Luigi is subjected to yet more verbal humiliation, the guards will allow him and Mario to enter the castle.



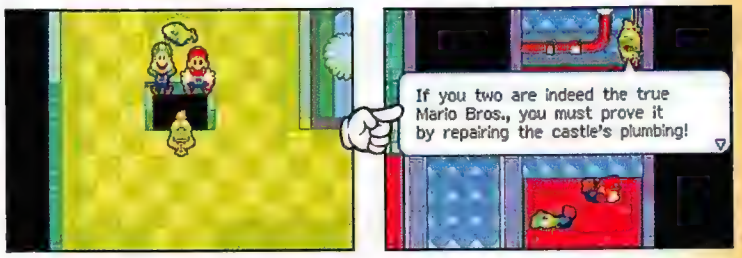


2 YOU'RE NOT AUTHORIZED

You may have impressed the guards at the front gate, but the two inside the castle won't allow you to enter the east hallway. There's nothing you can do to convince them at this point, so proceed through the north door instead.

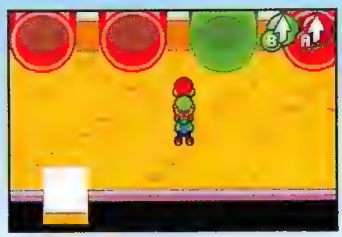
3 WORLD-FAMOUS PLUMBERS

When you talk to the person lying on the ground (stop in the adjacent room first to collect some coins from the Bros. Block), Lady Lima will activate a trapdoor beneath Mario and Luigi and demand that they prove their identities by fixing the castle's plumbing.

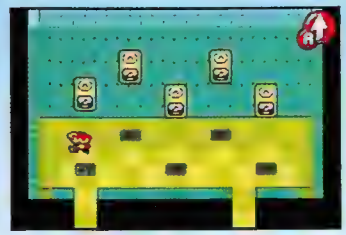


ONCE YOU'RE AUTHORIZED

You'll have access to the entire castle, as well as the surrounding areas, after you save Queen Bean. The hallway being guarded by the soldiers at point 2 leads to the castle's library, which is also referred to as the Chest of Knowledge.



A warp pipe is located in the house to the left of the castle. For an explanation of how warp pipes work, enter the middle red pipe.



To enter the hedge maze, shrink Mario and jump into the hole marked T on the map. The blocks at the end of the maze are invisible.

The path to the right of the castle gate leads to a fellow who'll retake the bros.' passport photos for 100 coins each (less if you haggle).

ENEMIES

Super Fly J

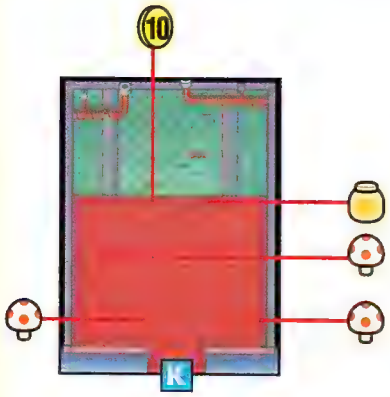
HP 10 / EXP 12

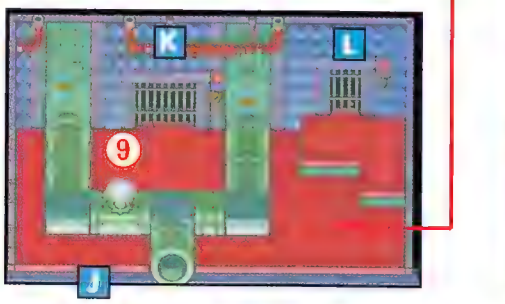
When Super Flies attack, they'll either come straight at you or stop and bounce once or twice.

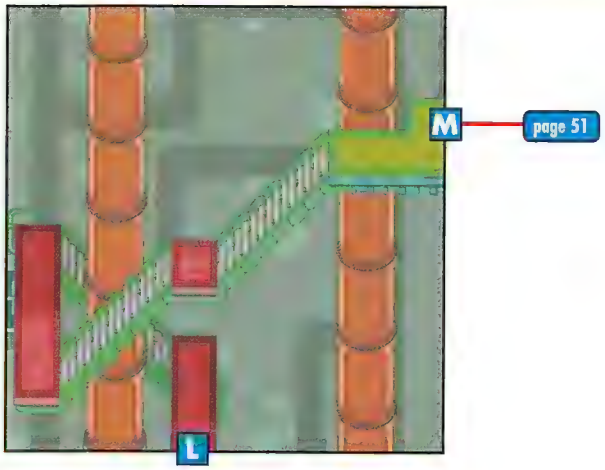
Spiny H

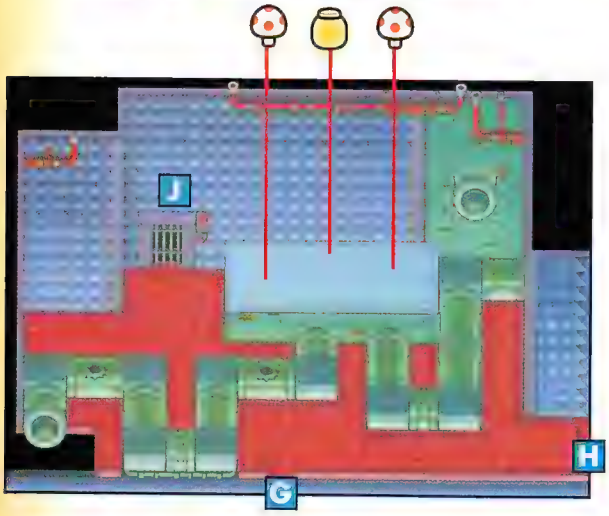
HP 14 / EXP 15

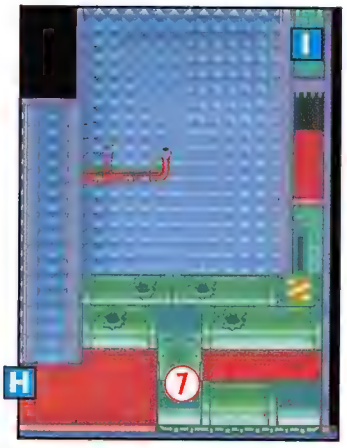
You can whack a Spiny right away if it spins at you. If it stops in front of you, wait for it to get within range.

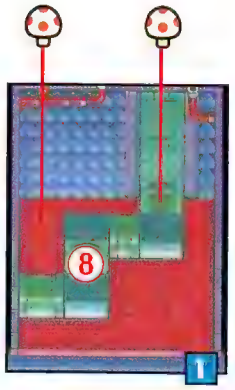


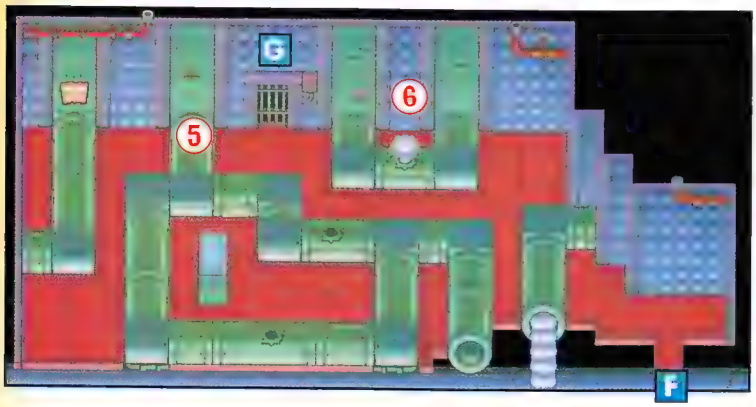


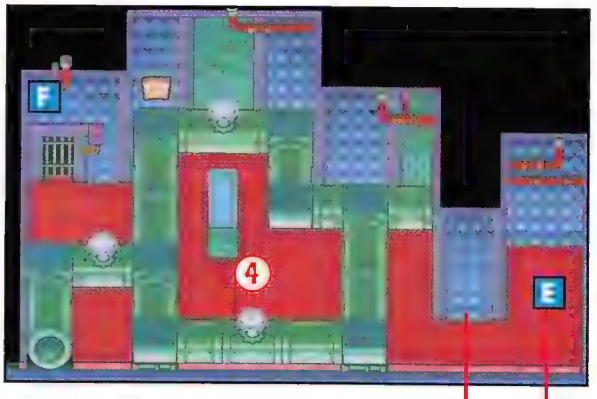






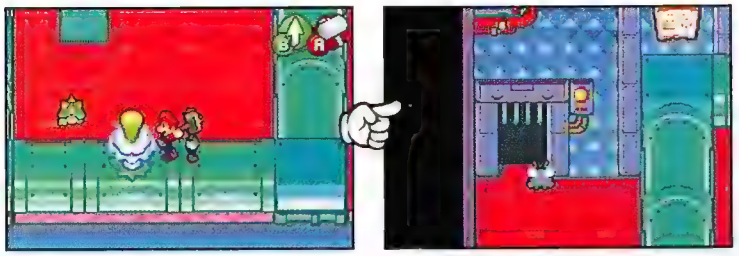






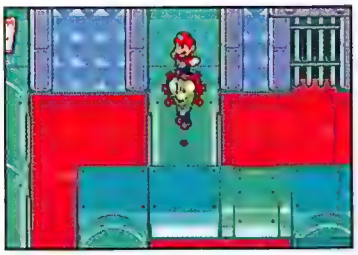
4 LEAKY PIPES

At long last, we get to witness Mario and Luigi do some actual plumbing. Your first step is to hit the stoppers with your hammer to plug all the holes in the pipe. The door to your left will open.



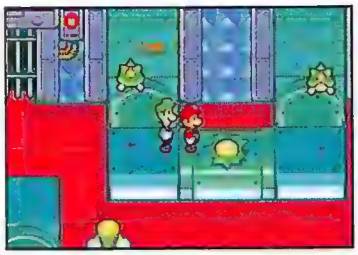
5 OPEN THE VALVE

To get the water flowing through the pipe at point 5, you must perform a spin jump in front of the valve wheel. The stoppers on the interconnected sections of pipe will pop out as a result. Drive them down with your hammer to open the north door.



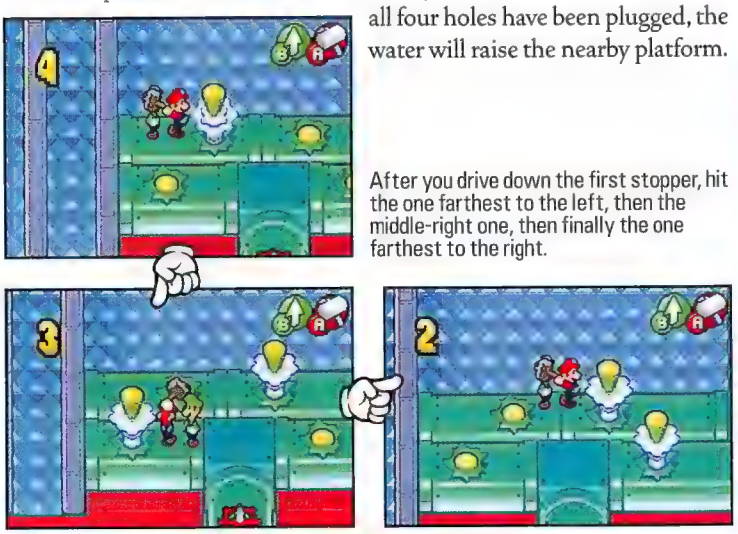
6 IT'S A TRAP!

The stopper at point 6 is a booby trap, as is the valve wheel in the next room. If you try to fix them, groups of enemies will be released; each group consists of two Spinys and a Super Fly. If you've mastered dodging said foes, you may want to release them to rack up experience points.



7 WHACK-A-STOPPER

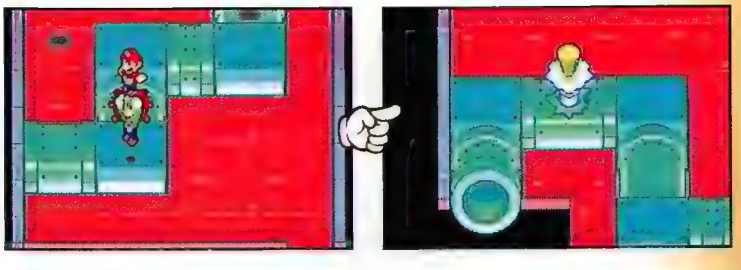
When you rotate the valve at point 7, one of the stoppers will pop out of the pipe. Whack it with your hammer to pop out two more, then continue the process in the order indicated by the screenshots below. Once all four holes have been plugged, the water will raise the nearby platform.



After you drive down the first stopper, hit the one farthest to the left, then the middle-right one, then finally the one farthest to the right.

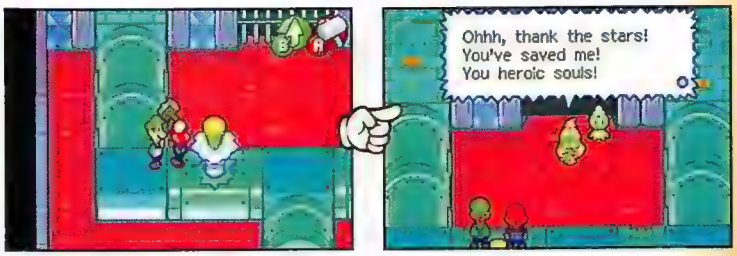
8 SPIN THE WHEEL

High-jump onto the platform and into the next room (where you'll find blocks containing a pair of Mushrooms). Rotate the valve wheel there to get the water flowing two rooms back. Head down there and pound in the stoppers to open the next door.



9 FREE THE PRISONERS

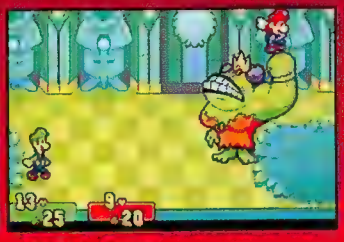
Put the hammer down on the final stopper to open both the cell and the door leading to the staircase. Grab the goodies inside the cell, save your game, then proceed up the stairs for a showdown with a very angry Queen Bean. You're not going to like her when she's angry.



BOSS QUEEN BEAN

Target Queen Bean's arms at the beginning of the battle (her crown protects her head). With her limbs at full strength, the queen can attack both brothers with a wave attack, or walk up to one of them and try to punch him (release your hammer just as her fist starts coming down). Once you've disabled both arms, her crown will fall off and it'll be safe to stomp on her head. She'll then switch to spitting beans at you as her means of attack. You can tell who her target is by which of her hands twitches. Wait until the last moment to jump over a bean—if you stomp on it, it'll transform into a Beanie. Use Bros. Attacks to deal as much damage to Queen Bean's noggin as possible.

Queen Bean's wave beam attack moves pretty slowly, so be careful not to jump too early.

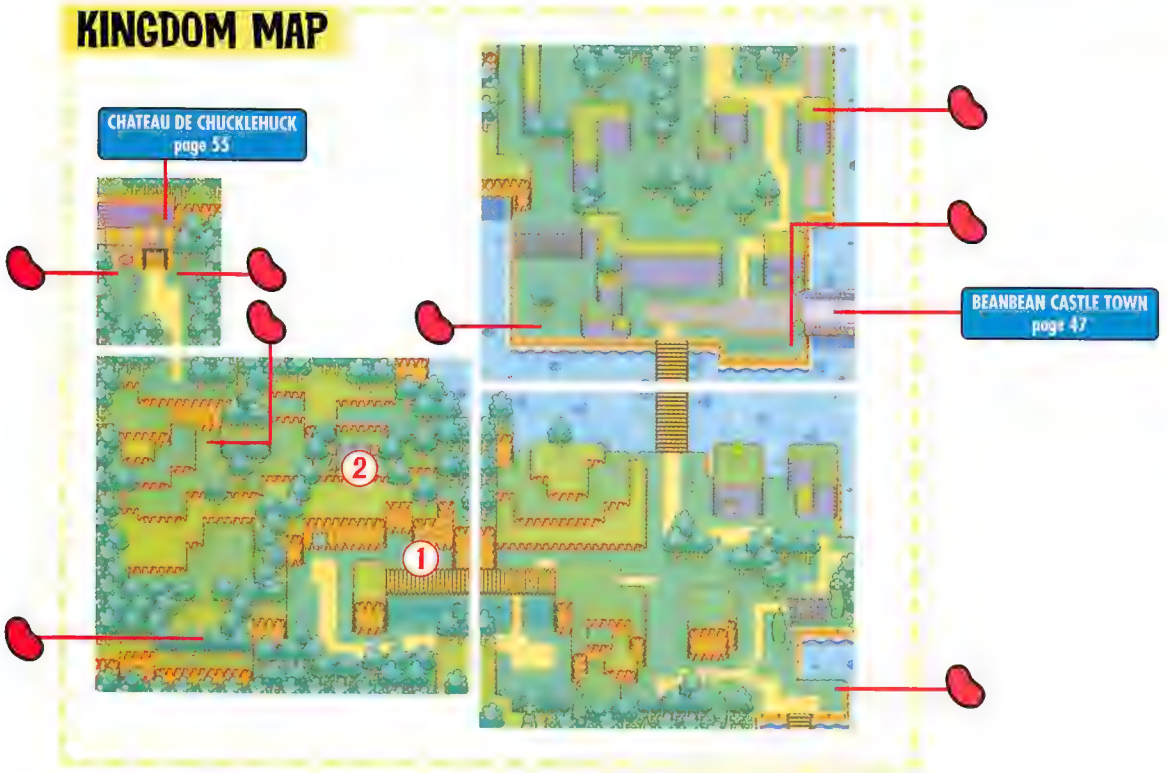


Attack the queen's arms first. If you try to stomp on her head, you'll hurt your feet on her sharp crown.

Chateau de Chucklehuck

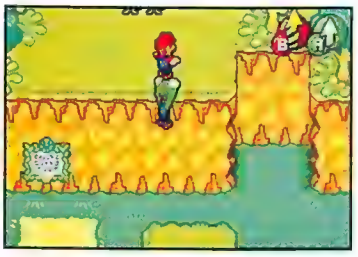
To reach Chateau de Chucklehuck, head back through Beanbean Castle Town and follow the kingdom map below.

KINGDOM MAP



1 END OF THE ROAD?

The road to Chateau de Chucklehuck seems to lead to a dead end, but there's no such thing where the ever-resourceful Mario Bros. are concerned. Walk to the west end of the bridge at point 2 and spin-jump across the gap to reach the chateau gate.



ENEMY

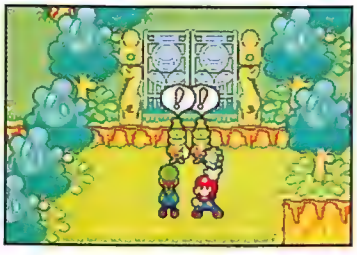
Parabeanie J H

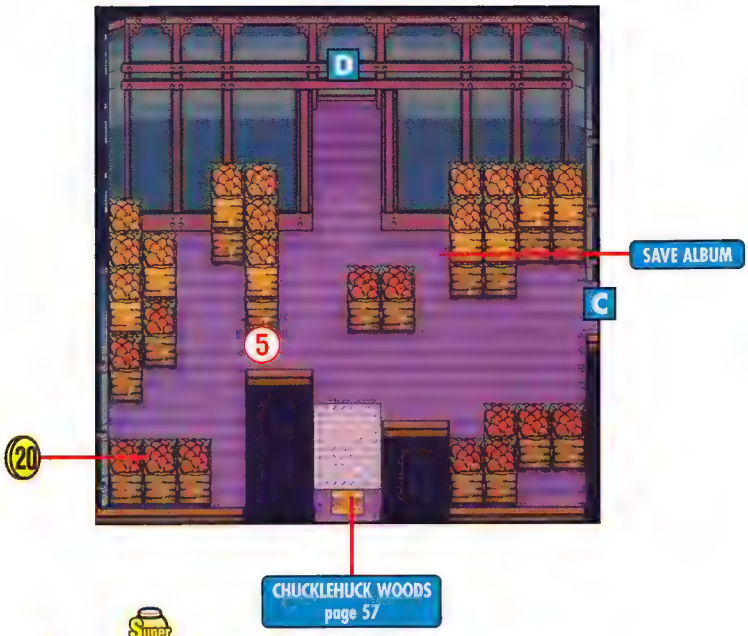
HP 20 / EXP 9

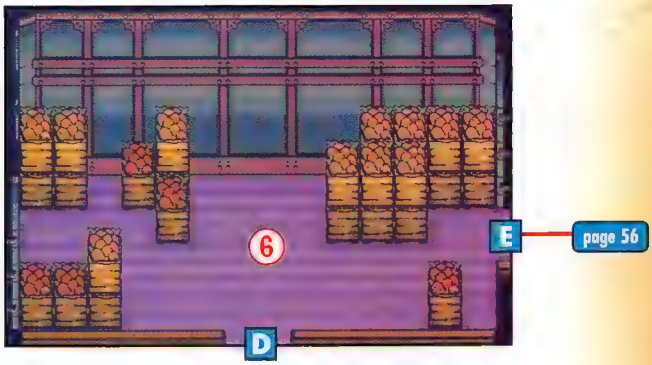
Parabeanies deal a lot more damage from the air, but you can knock off their wings by stomping on them.

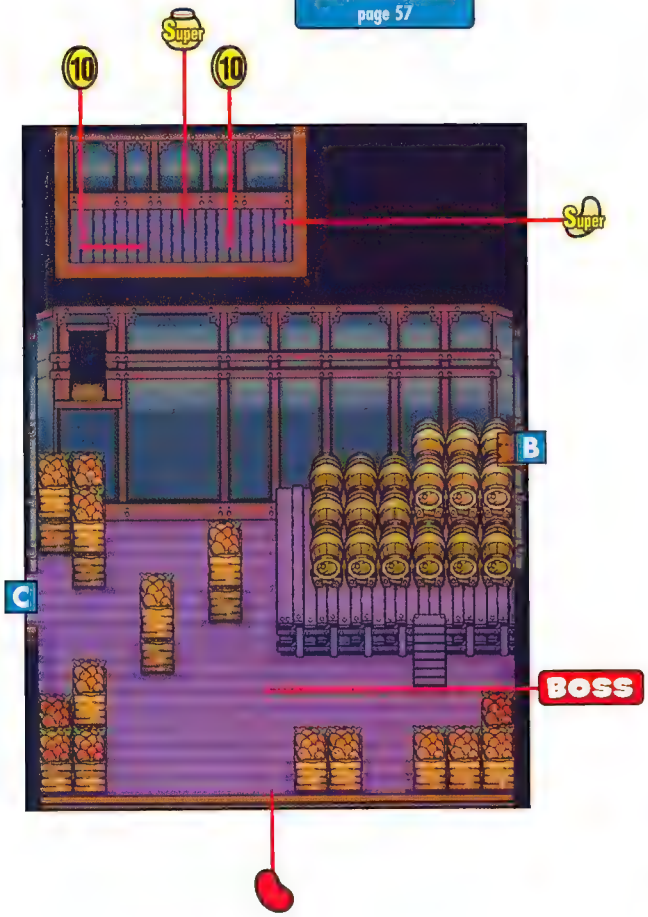
2 BROOCH THE GATE

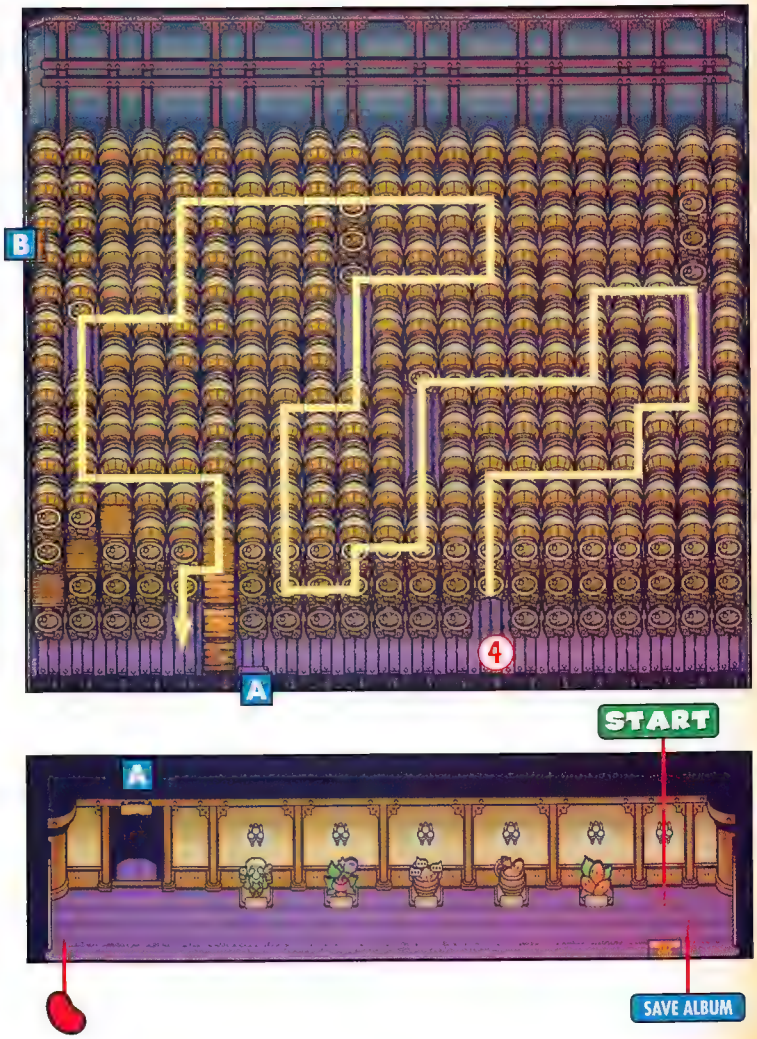
Travel to the Chucklehuck Woods is permitted only for select individuals. Fortunately, the Beanbean Brooch that Lady Lima gave you proves that Mario and Luigi are such individuals. Upon showing it to the guards, they'll lower the gate and allow the brothers to enter.




D
SAVE ALBUM
C
5
20
CHUCKLEHUCK WOODS
page 57

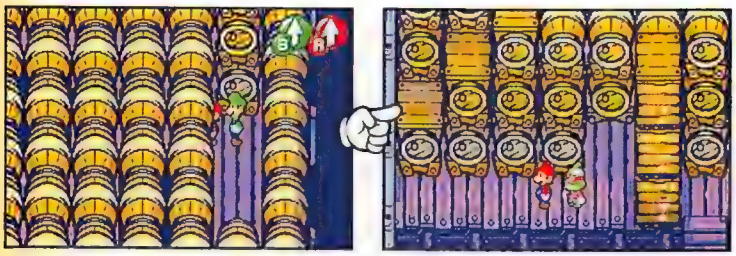

6
E
page 56
D


Super
10
10
Super
B
C
BOSS


B
4
A
START
A
SAVE ALBUM

4 BARREL THROUGH THE MAZE

Follow the yellow line on the map to navigate the barrels. When you emerge, you'll see someone other than Luigi following Mario. Once Luigi rejoins Mario, high-jump onto the barrels and proceed west.



BOSS POPPLE & ROOKIE

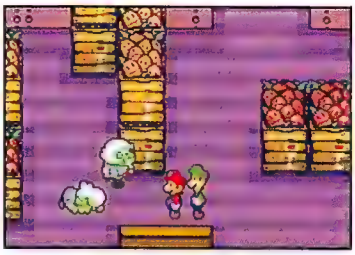
Popple is joined by a masked acquaintance who may look familiar. The so-called Rookie begins the battle by chucking hammers at you. If he jumps beforehand, he's about to attack Luigi. If he stays grounded, he'll attack Mario. Eventually, he'll also begin spewing fireballs. You can tell who Popple is going to attack by whether his eyes bug out (if they do, he'll go after Luigi).

When the hammer icon appears, it means that Popple's going to try to steal an item rather than hurt you.

Focus your attacks on Bow . . . er, Rookie. Once you've defeated him, Popple will give up and run away.

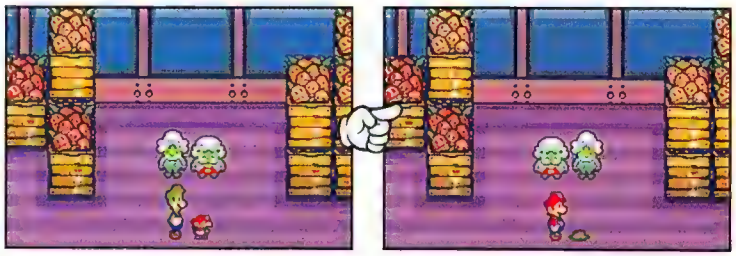
5 CORK AND CASK

If you push the barrel at point 5, you'll smash it against a crate and free the head of the chateau, Cork, and his brother, Cask. At the conclusion of your conversation with Cork and Cask, collect the coins from the Bros. Block nearby, then follow the duo into the next room.



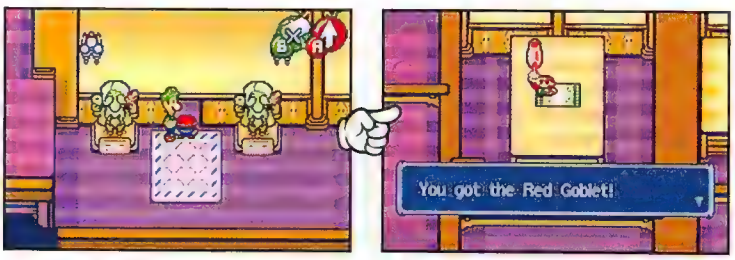
6 NEW HAMMER TECHNIQUES

To show their appreciation for releasing them from the barrel, Cork and Cask will offer to teach you a couple of new Bros. Actions involving your hammers. Afterward, you'll be required to put both techniques to the test by retrieving a pair of valuable cola goblets.



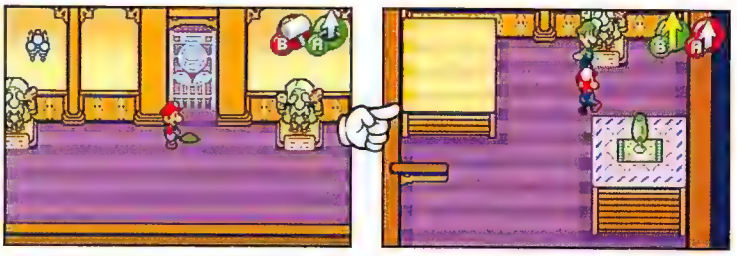
7 MOUSE'S LIVING ROOM

To get through the small entryway to the mouse's living room, put Mario in front and hit him with Luigi's hammer to shrink him. Lead tiny Mario through the entryway, then jump onto the table and grab the Red Goblet.



8 MOLE'S LIVING ROOM

Hit Luigi with Mario's hammer to drive him into the ground so he can burrow under the gate. When he reaches the other side, press A to jump out of the ground, then hammer the red switch to raise the gate. Rejoin Mario and high-jump onto the desk to snag the Green Goblet.



Chucklehuck Woods

After you return both cola goblets to Cork and Cask, the brothers will unlock the exit to Chucklehuck Woods.

ENEMIES

Pestnut J H

HP 15 / EXP 15

When a Pestnut attacks from the front, be prepared to use your hammer. From behind, prepare to jump.

Chuck Guy J

HP 22 / EXP 15

Chuck Guys hurl their spears at you on the field map. If one hits you, you'll engage the baddie in battle.

Gold Pestnut J H

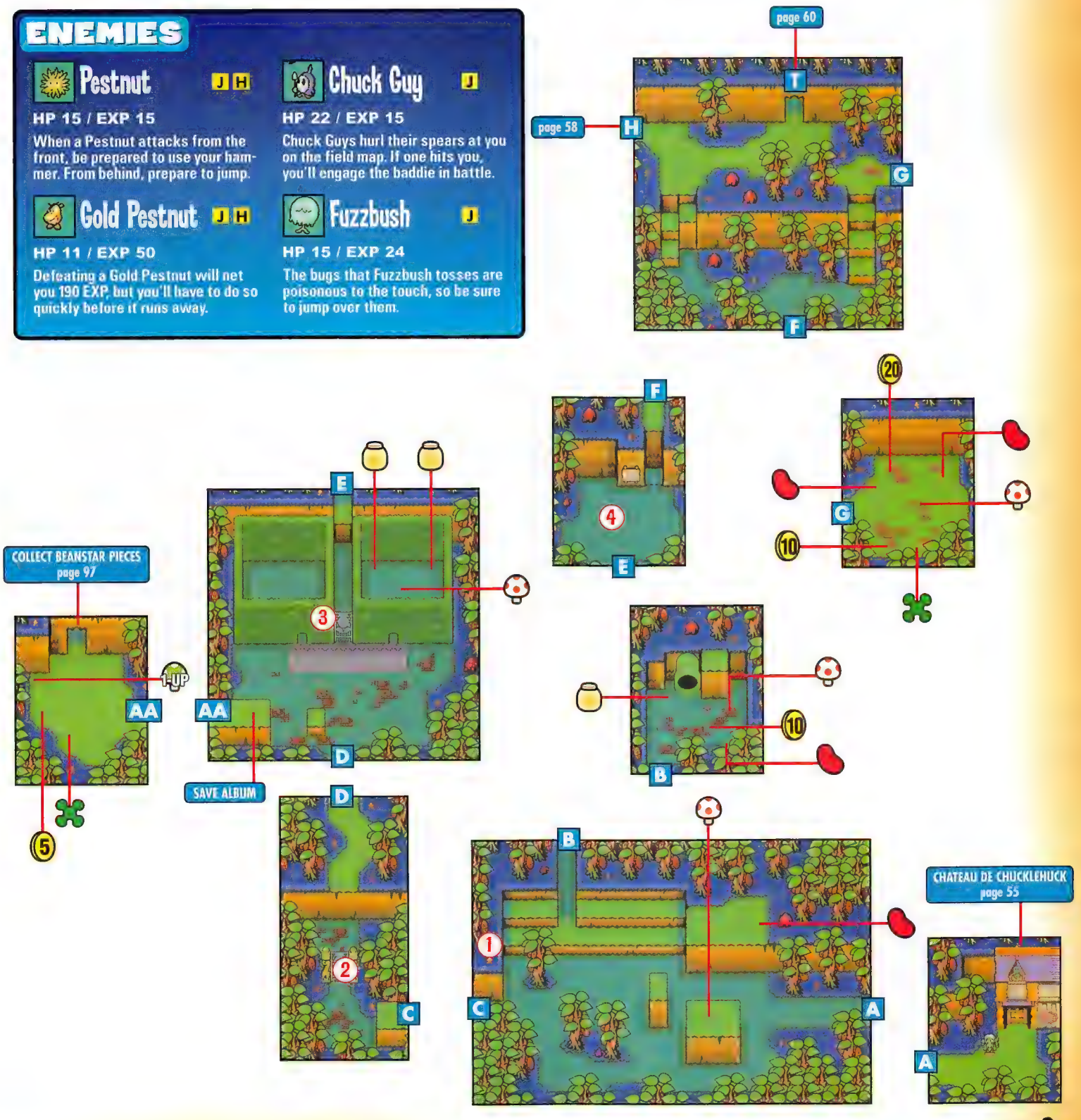
HP 11 / EXP 50

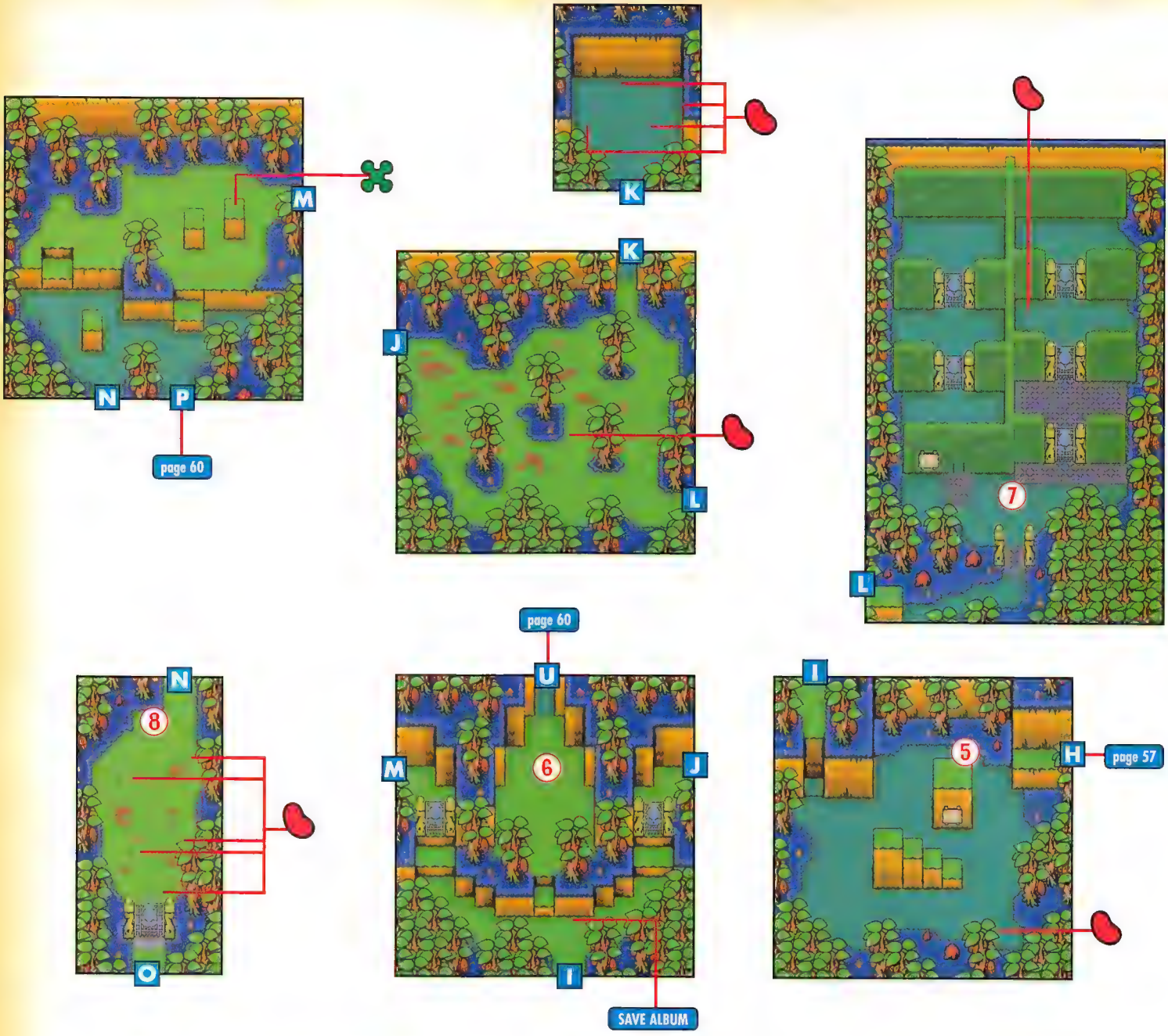
Defeating a Gold Pestnut will net you 190 EXP, but you'll have to do so quickly before it runs away.

Fuzzbush J

HP 15 / EXP 24

The bugs that Fuzzbush tosses are poisonous to the touch, so be sure to jump over them.



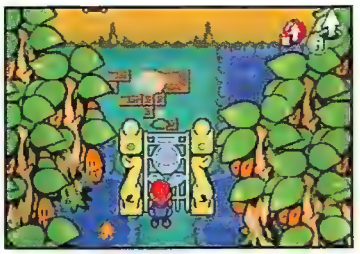


1 REGION MAP

Region maps such as the one posted at point 1 display your current location in the region (in this case, Chucklehuck Woods), as well as the location of every Save Album and warp pipe. Fortunately, the handy Player's Guide you hold in your hands will fill in the rest of the details.

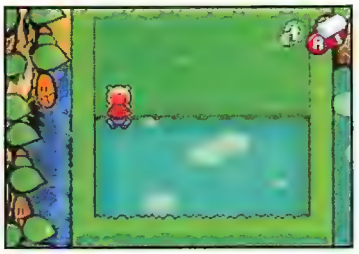
2 LUIGI UNDERGROUND

Hit Luigi with Mario's hammer and lead him under the gate. Once you're on the other side, jump out of the ground and hit the red button with Luigi's hammer. The gate will lower, allowing the Mario Bros. to reunite and proceed north.



3 MINI-MARIO

Smash the rock to the left of the gate at point 3 to reveal a tiny hole at the bottom of the hedge. Shrink Mario with Luigi's hammer, then walk Mario into the hedge and hit the red button with his hammer to open the gate.

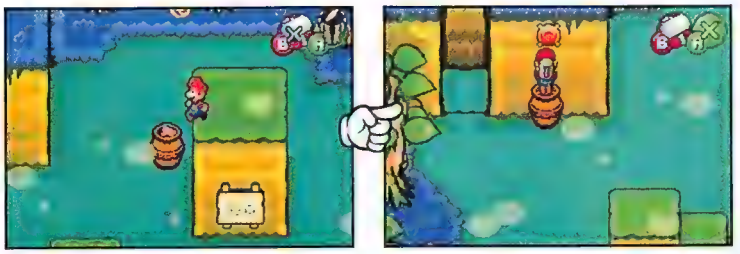


4 RIGHT BACK AT YA'

If you step on the panel at point 4, a green mask will shoot a fireball at you. Fortunately, the barrel nearby is flame-resistant. Pound Luigi into the ground, then have him jump inside the barrel and step on the panel to reflect the fireball back at the mask and raise the platform.

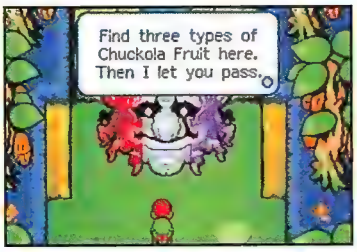
5 BARREL O' FUN

Spin-jump from the stairs onto the ledge where the barrel is. Have Luigi jump inside the barrel like before, then drop to the ground and walk to the red button. Press the L Button until the barrel icon appears, then press B to have Mario hop on the barrel and B again to hammer the red button.



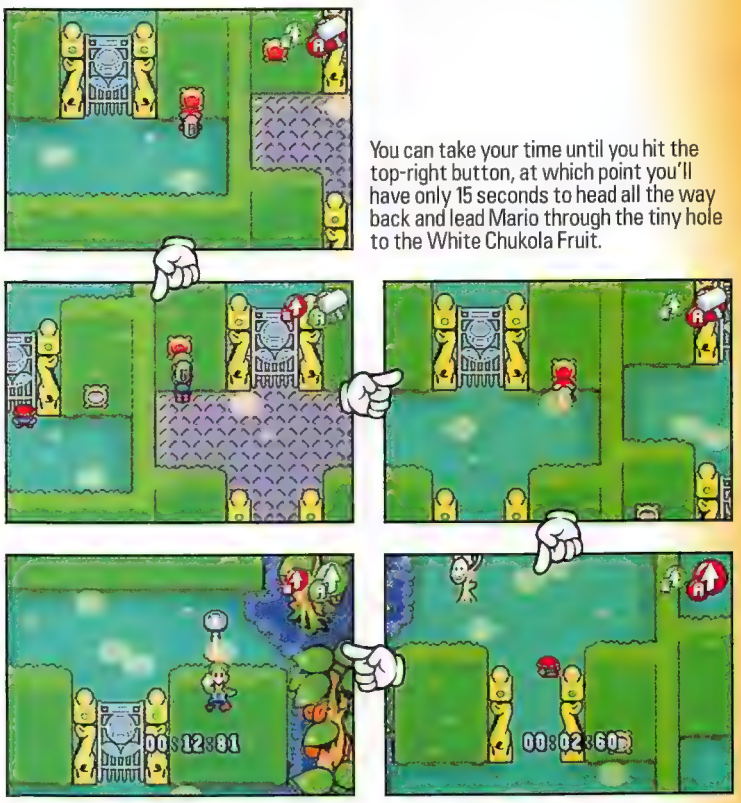
6 CHUCKLEROOT

Chuckleroot, the protector of the woods, stands between you and the great tree Mother Chuckolola. Before Chuckleroot will let you pass, you must find all three kinds of Chuckola Fruit: White, Red and Purple. After Chuckleroot's done speaking, he'll lower the gates to the left and right.



7 WHITE CHUCKOLA FRUIT

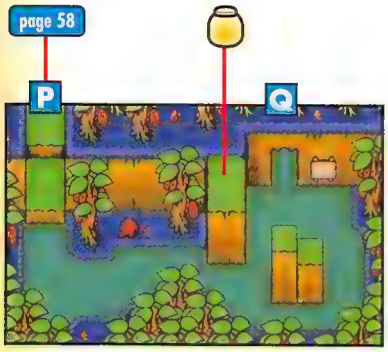
Shrink Mario and lead him through the hole in the bottom-left hedge, then hit the red button with his hammer to open the first gate. Press Start to take control of Luigi, and have him strike the red button ahead to open the gate in front of tiny Mario. Switch back to Mario, hammer another button, then go back around and rejoin Luigi. Have Luigi burrow underneath the top-right gate, then jump up and hammer the red button. You'll then have 15 seconds to bounce off the platform to rejoin Mario, shrink him again and grab the White Chuckola Fruit.

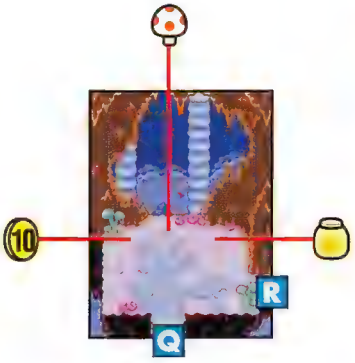


You can take your time until you hit the top-right button, at which point you'll have only 15 seconds to head all the way back and lead Mario through the tiny hole to the White Chukola Fruit.

8 DIGGING UP BEANS

Chuckleroot's granddaughter will tell you about the spots on the ground, where beans are buried. As she explains, Luigi can nab the beans by burrowing underneath them and jumping out of the ground. If you dig up all five beans in the immediate area, the granddaughter will open the south gate for you.


page 58
P
Q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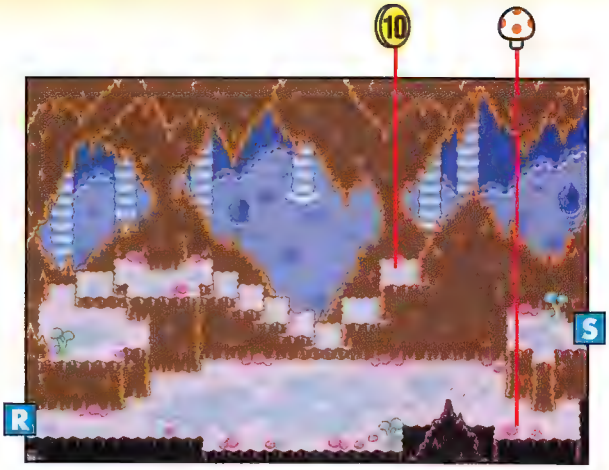
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S
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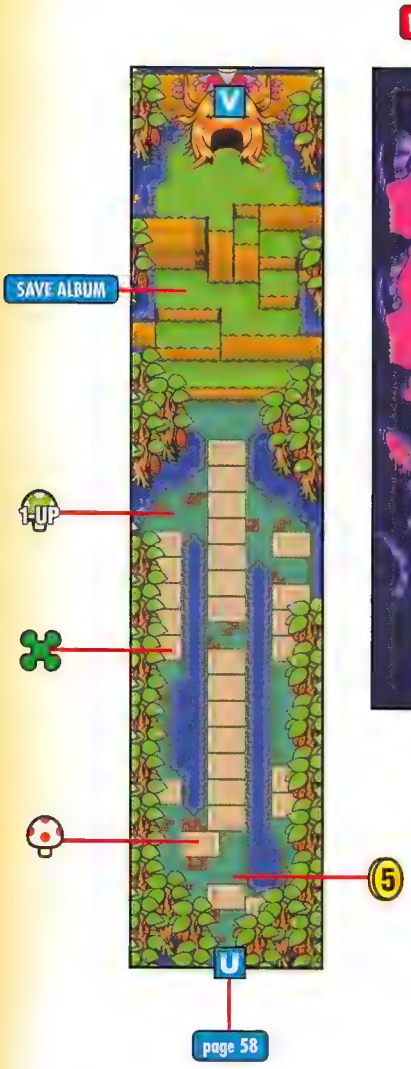
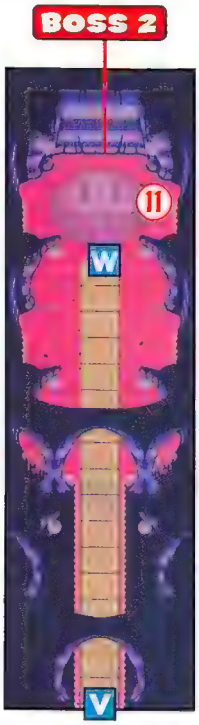
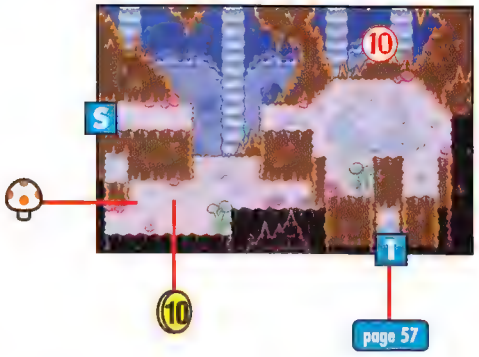
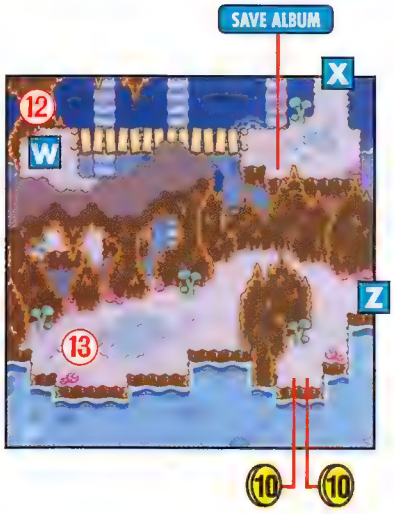

SAVE ALBUM
1-UP
5
V
U
page 58


BOSS 2
11
W
V


10
S
T
10
page 57

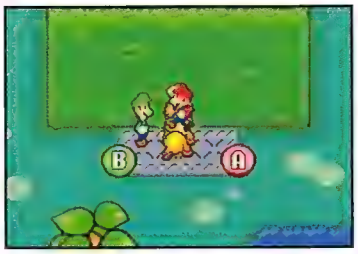
X
Y


SAVE ALBUM
X
12
W
Z
13
10
10

Y
Z

9 RED CHUCKOLA FRUIT

Stomp on the caterpillar by alternately pressing A and B as indicated on-screen. When it scurries through the hole, bash Mario with Luigi's hammer and try to follow. You'll have to defeat the caterpillar in battle to clear Mario's way for the Red Chuckola Fruit.



BOSS 1 WIGGLER

When you stomp on a section of the Wiggler's body, it changes from red to yellow or vice versa. To turn its head yellow (thus making it vulnerable), you must turn all four body sections yellow. Avoid hitting sections that are already yellow when you jump over the Wiggler's attacks. After you stomp on its head, the boss will pound on the ground, sending a shockwave at Mario and Luigi.

Stomp on all four sections of the Wiggler's body to turn them yellow, then . . .

. . . stomp on its head. Afterward, be prepared to jump over the Wiggler's shockwave attack with both bros.

10 PURPLE CHUCKOLA FRUIT

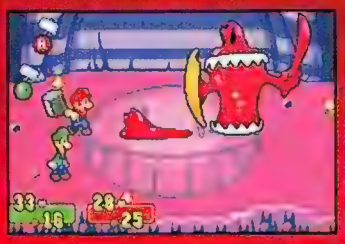
After you defeat the Wiggler and retrieve the Red Chuckola Fruit, make your way to point 10 on the map, where you'll find the Purple Chuckola Fruit. You'll have to make use of your high jump, your spin jump and a pair of Bike Pads to reach it.

11 THE CHUCKOLA RESERVE

Head through the exit south of the Purple Chuckola Fruit, then make your way back to Chuckleroot. For finding all three types of fruit, the protector of the woods will finally allow you to pass. Proceed north until you reach point 11, where you'll catch up with some old "friends."

BOSS 2 CHUCKOLATOR

The living embodiment of the Chuckola Reserve is the most resilient boss you've faced thus far. He's nearly impervious to jump attacks, but your hammers are fairly effective. If Chuckolator approaches you with his sword, get ready to pound a wave of slime with your hammer. If he forms a gun with his hand, watch who he tilts it toward and jump with that character the moment you see the bubble. When the old man begins to heal Chuckolator, strike with Bros. Attacks to inflict greater damage.

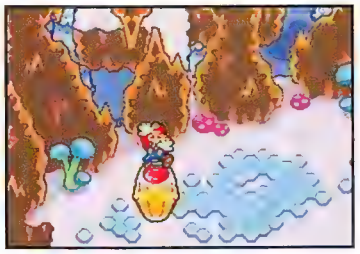


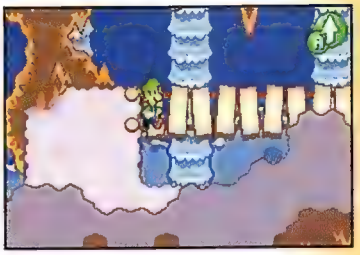
Don't pull your hammer back too early, or the head will fall off the handle before the wave reaches you.

Chuckolator always attacks multiple times per turn, so stay on your toes.

12 MARIO IS MISSING

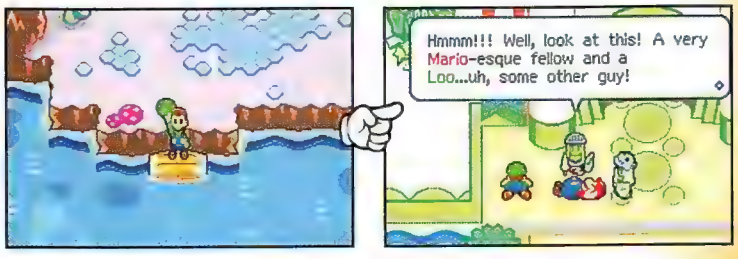
After your battle with Chuckolator, Mario and Luigi will get separated. You'll take control of the man in green, so follow the map to point 13 (you'll have to use your hammer to smash some rocks blocking your path) and approach the barrel.





13 BARREL OUT OF BOND

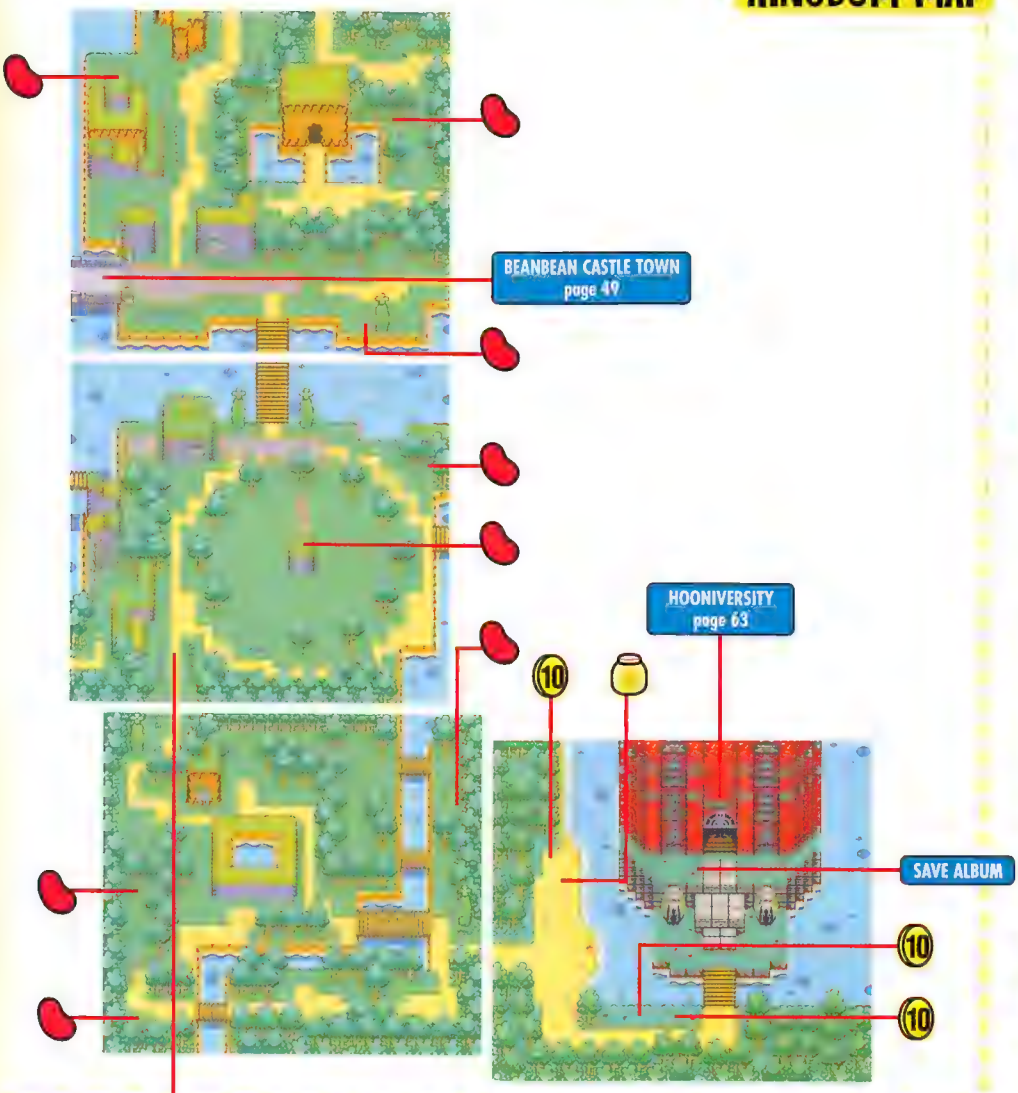
After a hilarious cut scene, Mario and Luigi will end up inside Beanbean Castle. When prompted, press the B Button to make Luigi stomp on Mario's head. As Lady Lima points out, you'll witness a truly repugnant yet truly tremendous success.



Woohoo Hooniversity

Woohoo Hooniversity is located southeast of Beanbean Castle. It is the center of all scientific research in the Beanbean Kingdom.

KINGDOM MAP



ENEMIES

Troopea J

HP 20 / EXP 32

If you stomp on a Troopea when it attacks, it'll bounce off another enemy and spin toward your bro.

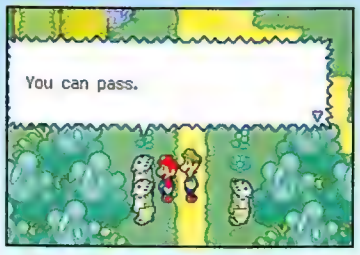
Lakipea H

HP 40 / EXP 20

Lakipea will continue to toss additional enemies into the fray, so defeat the cloud-riding baddie first.

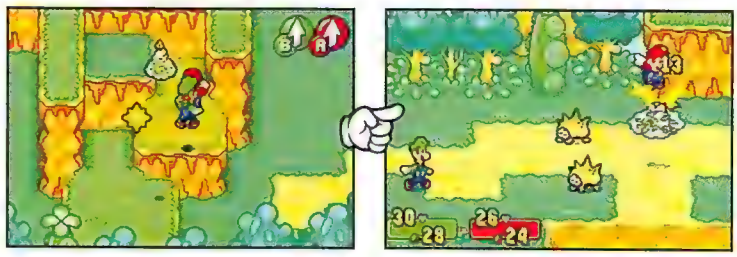
FREE TO EXPLORE

For having saved the queen, you'll be allowed access to all areas of the castle, Beanbean Castle Town and the path leading to Woohoo Hooniversity. Before you head to the Hooniversity, be sure to stop by the boutique in town to do a little shopping.



TROUBLESOME LAKIPEAS

Lakipeas can be a real pain in the backside. They'll follow you around the map and hurl enemies at you, severely impeding your progress. To reach one of the high-flying nuisances, execute a high jump while you're standing underneath it.



ENEMIES

Laser Snifit J

HP 20 / EXP 20

If a Laser Snifit gets right in your face before firing it's hoop-shaped laser, don't jump.

Mecha-Chomp J

HP 36 / EXP 26

You can tell who a Mecha-Chomp will attack by the color of its visor (it's reversed if its body's glowing).

Eeker H J

HP 20 / EXP 24

Try to defeat Eekers quickly. Once they turn red, they'll start spewing hard-to-dodge fireballs at you.

Yellow Virus H

HP 36 / EXP 22

Viruses change color every time you attack. When they're yellow, they can attack twice.

Blue Virus H

HP 36 / EXP 22

When a Virus is blue or red, there's a possibilty that its attack will poison its target.

Red Virus H

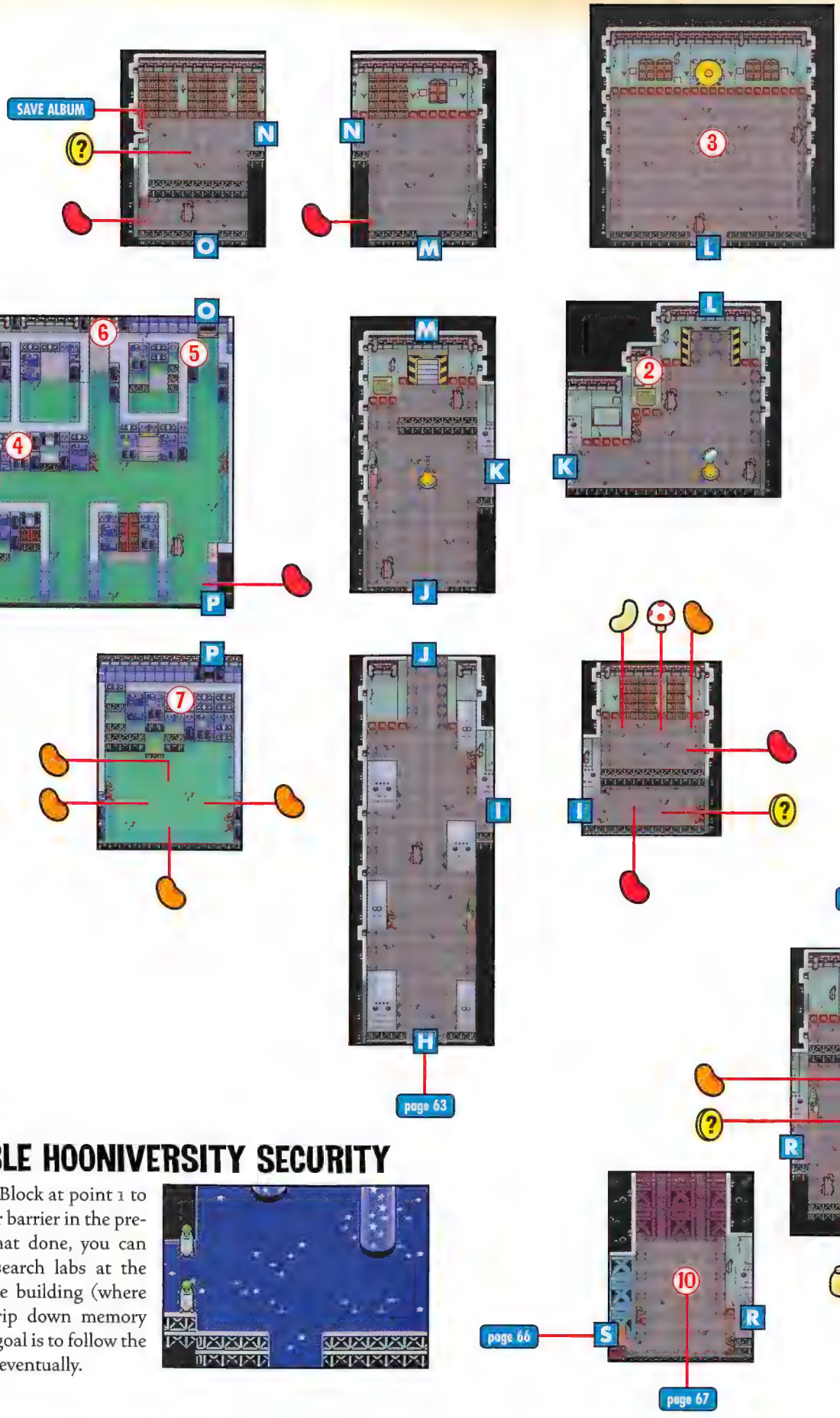
HP 36 / EXP 22

If you make two or more Viruses the same color, they'll be eliminated instantly.

Yo Bro J

HP 40 / EXP 30

A Yo Bro will attack Mario or Luigi only with the like-colored yo-yo. Keep an eye on the enemy's hands.

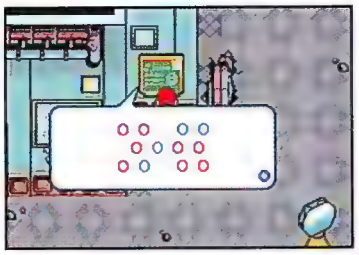


1 DISABLE HOONIVERSITY SECURITY

Hit the Switch Block at point 1 to disable the laser barrier in the previous room. That done, you can explore the research labs at the west end of the building (where you'll take a trip down memory lane), but your goal is to follow the map to point 2 eventually.

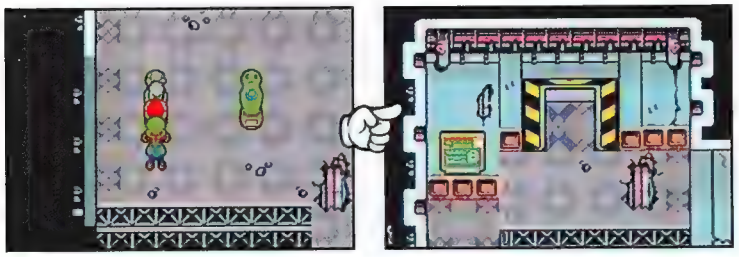
2 IMPORTANT SIGNAGE

The sun-door release code is posted on the sign at point 2. The first part displays the color of the devices in the next room when you enter. The second part (pictured to the right) displays what color the devices must be to open the sun door.



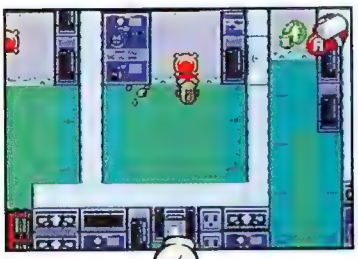
3 HERE COMES THE SUN

When you hit one of the devices with your hammer, its color will change from red to blue or vice versa. To open the sun door, hit the devices so that they match the release code posted on the sign. When the sun door opens, the shutter labeled M on the map will also open.

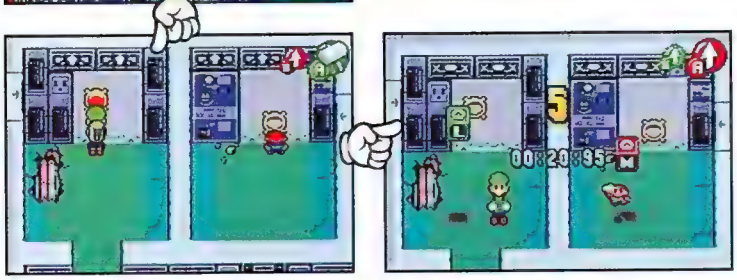


4 SPEEDY BLOCK-BASHING

Shrink Mario and squeeze him through the hole at point 4. Hit the red button with Mario's hammer, then press Start to control Luigi. Hammer the red button in the adjacent cell, then change back to Mario and hit the Switch Block that appears. You'll then have 25 seconds to hit at least 30 of the blocks that drift over Mario's and Luigi's heads.

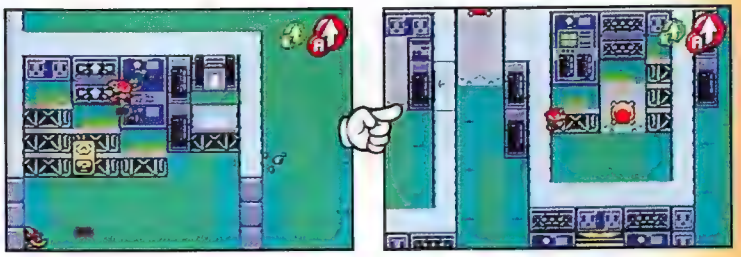


With only 25 seconds to hit 30 blocks, there isn't much room for error. Keep an eye on the speed of the blocks moving toward each brother and try to anticipate which one will drift overhead first.



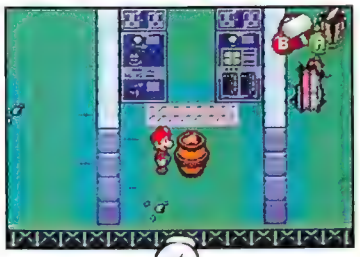
5 WALKING ON WALLS

Enter the cell in the lower left-hand corner of the map with tiny Mario and jump up the steps onto the ledge. Make your way around to the cell in the upper right-hand corner, then drop inside and hit the red button with Mario's hammer.

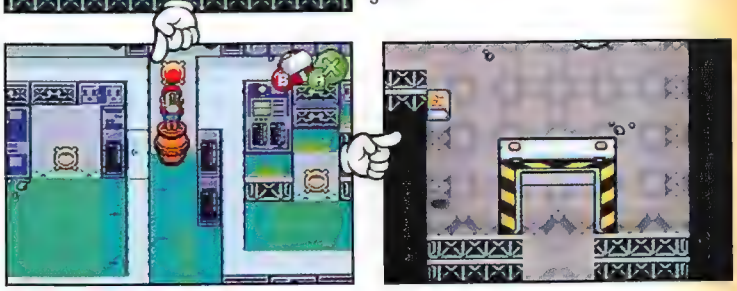


6 THE MAN IN THE BARREL

Rejoin Luigi and head into the cell you just opened in the lower right-hand corner of the room. Pound Luigi into the ground with Mario's hammer, then have him jump inside the barrel and walk north to the red button at point 6. Press the L Button until the barrel action icon appears for Mario, then press B to have him hop onto the barrel, and B again to hit the red button with his hammer. By doing so you'll redirect the light from the sun door, causing the shutter labeled Q on the map to open (see page 63).

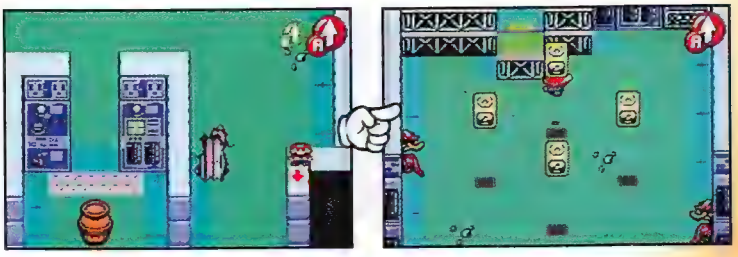


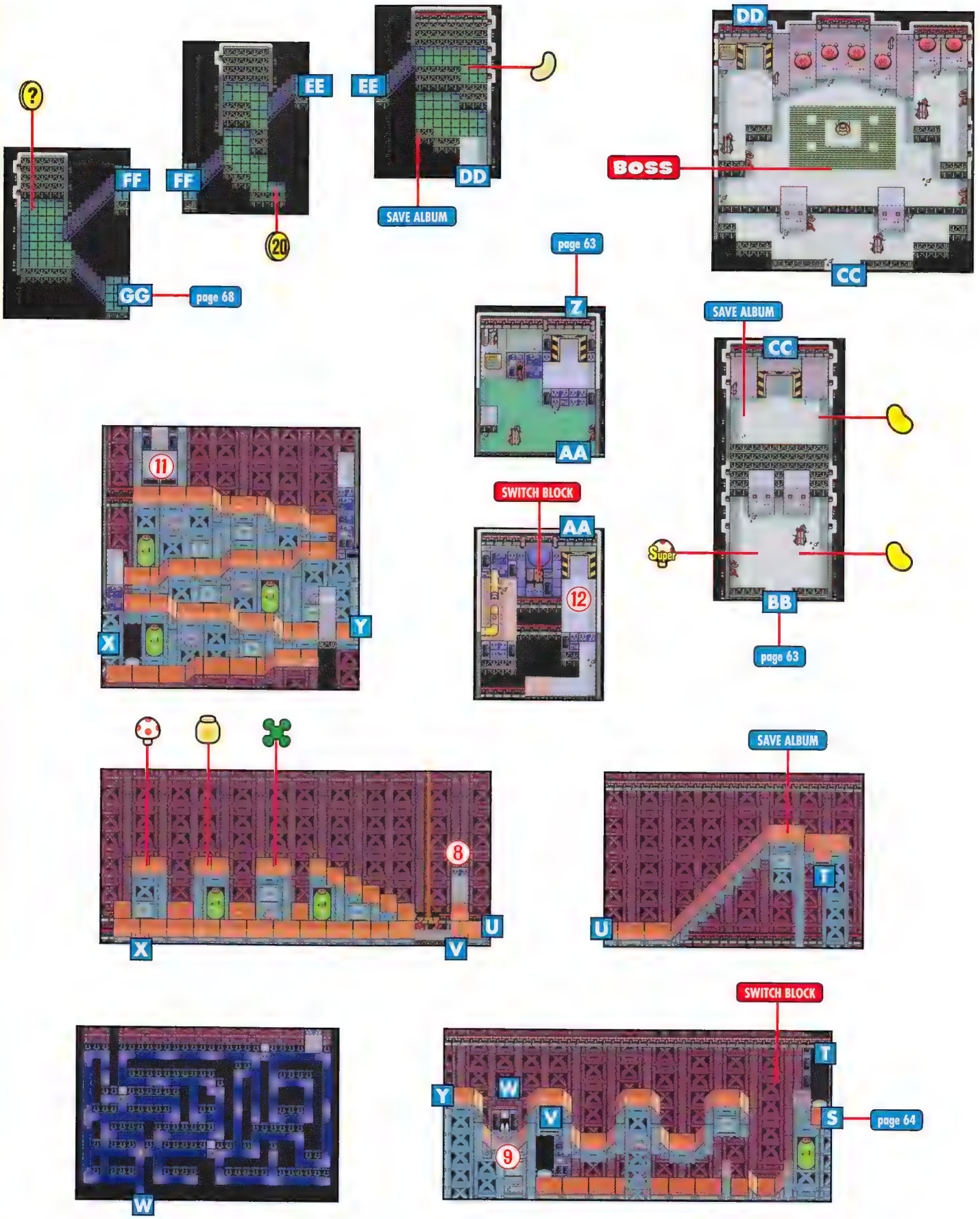
Given Luigi's skill at sneaking around inside a barrel, he may want to consider some tactical espionage action for his next game.



7 REWARDS FOR TINY MARIO

Before you leave, shrink Mario again, hop onto the ledge and walk all the way around to the southeast corner of the room. Follow the red arrow there into a hidden area, where you'll find four invisible Item Blocks as pictured in the right-hand screenshot.




?
FF
GG
page 68
FF
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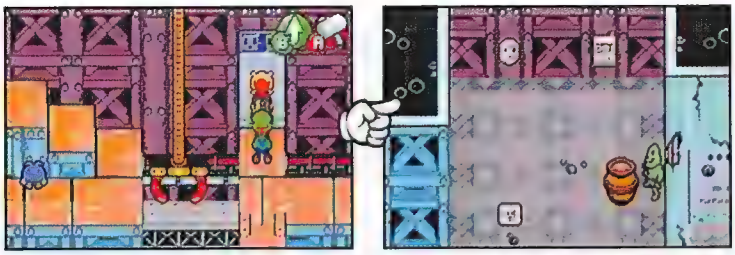
SAVE ALBUM
DD
BOSS
CC
page 63
Z
AA
SAVE ALBUM
CC
11
SWITCH BLOCK
AA
12
Super
BB
page 63
X
Y
8
X
V
U
SAVE ALBUM
T
U
SWITCH BLOCK
T
Y
W
V
S
page 64
9
W

8 BARREL DROP #1

Follow the map all the way to point 8 and hammer the red button next to the crane. A barrel will drop a few rooms back. The crane is blocking you from moving west, so head east back up the stairs and into the large room with the Switch Block.



9 BARREL DROP #2

Spin-jump across the gap where the Switch Block is floating, then onto the next platform and hit the red button with your hammer. The spikes in front of the hole at point 9 will retract, allowing you to enter once you've shrunken Mario yet again. Lead our diminutive hero through the maze in the next room, and hammer the red button at the northeast corner. A second barrel will drop in the same room as the first one, and the blocks in the maze will disappear, allowing tiny Mario to rejoin his brother more quickly. Once he does, head back east into the room with the two barrels.

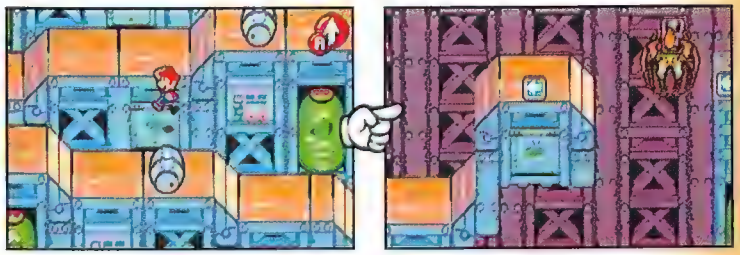
It's a good thing no one is standing in the room where you're dropping the barrels; otherwise, the Hooniversity could have a lawsuit on its hands.

10 ACTIVATE THE CRANE

Have Luigi jump inside the northernmost barrel, then stand on the switch in front of the white mask. A beam of electricity will bounce off both barrels and hit the control panel nearby, supplying electricity to the crane (which carries Luigi away).

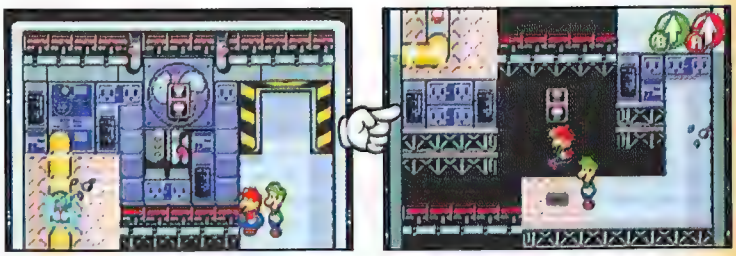
11 JUMP MAN

With the crane out of the way, you can proceed through the doorway labeled X on the map. Jump over the barrels in the next room and hammer the red button at the top to make the crane release Luigi's barrel. After a wild ride, the barrel will smash into the Switch Block.



12 COMPLETE THE CIRCUIT

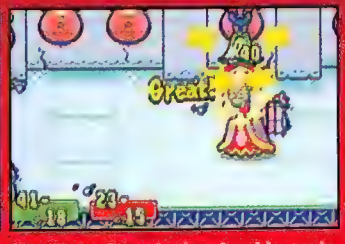
Head through the newly opened shutter labeled Z and fill Mario with water. In the next room, hit Mario with Luigi's hammer to make him spit the water at the mechanical mouse. As the mouse completes the electrical circuit, the fan will start spinning and blow the nearby Switch Block south, where you can hit it to redirect the sunlight once again. Return to the room where you hit the Switch Block at point 1, and hit the other Switch Block there to open the circular door that leads north.



BOSS CACKLETTA

As your showdown with Cackletta begins, be prepared to jump over black holes. If one of the brothers falls in, he'll be temporarily slowed. Cackletta's primary means of attack is a pair of lightning bolts that she fires in quick succession. You can tell who she's going to strike first by which hand she raises (right for Mario, left for Luigi). The witch can also create two doppelgangers. If you attack the real Cackletta, the fakes will disappear. But if you strike one of the doppelgangers, it will dissolve into poisonous bats that you'll have to jump over.

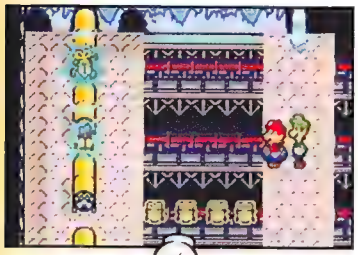
Cackletta will start attacking you with black holes again when you get close to defeating her.

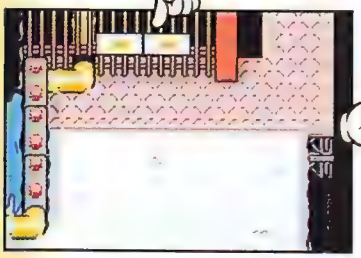


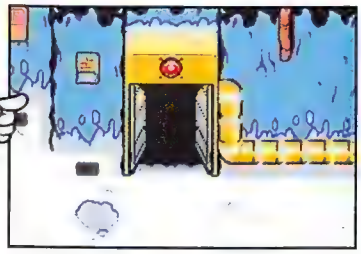
Use Bros. Attacks (preferably mode 2 or 3) to finish off the witch as quickly as possible.

13 RESTORE POWER TO THE ELEVATOR

After your conversation with Prince Peasley, proceed through the shutter north of where you defeated Cackletta and follow the map to point 13 (you'll come across lots of goodies along the way). Drink the water to get Mario good and bloated, then hit him with Luigi's hammer to make him spit water at the mechanical mice walking by. You'll have four chances to propel a mouse into each gap in the electrical circuit. Once you fill all three gaps, the elevator in the previous room will become operational.







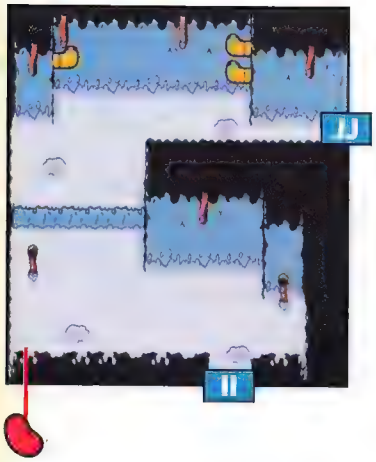
The first gap is fairly easy to fill since the mice stop in front of it briefly. They walk straight past the second one, requiring a bit of timing. When you get to the third gap, the mice zigzag and change speeds without rhyme or reason. You'll need a quick thumb and a careful eye to fill it.

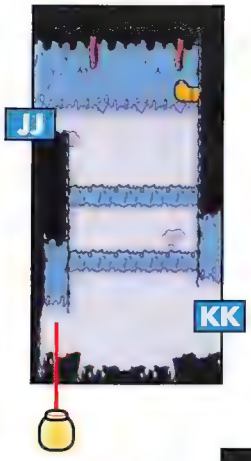
BOSS POPPLE & ROOKIE

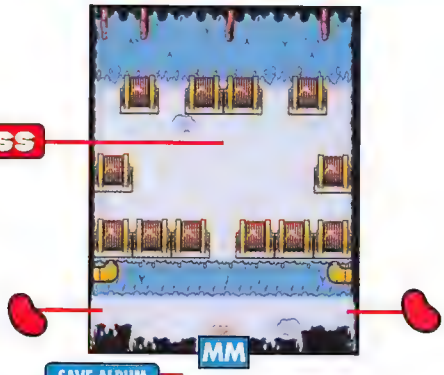
Your second confrontation with Popple and Rookie is basically the same as the first. Popple will try to steal items from you and Rookie will toss hammers and spew fire. (If you don't remember how to dodge their attacks, see page 56.) The duo has also learned a Bros. Attack, however—jump over the shockwaves when they hit the ground.

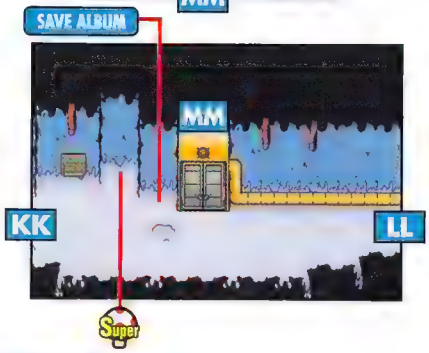
As before, Rookie will attack multiple times per turn, often alternating between hammers and fire.

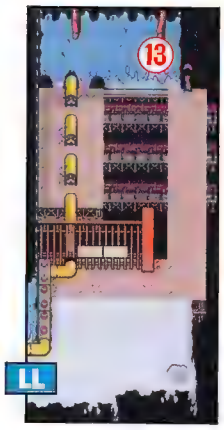
You must defeat both Popple and Rookie this time. Target Popple first so you don't lose too many items.

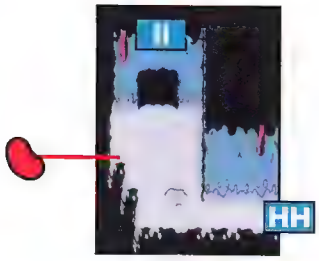


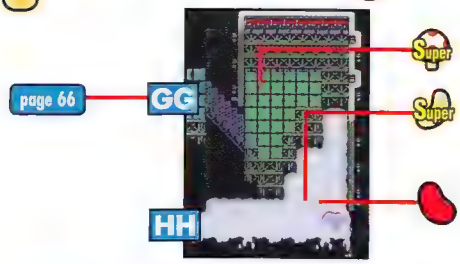










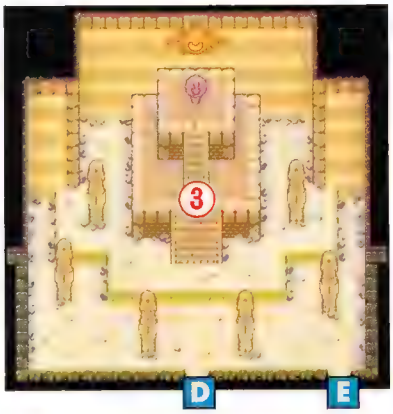


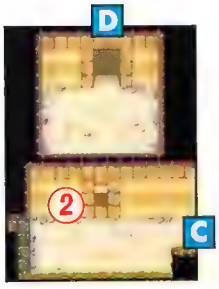
Oho Oasis

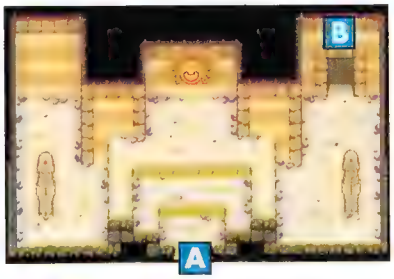
After the Beanstar takes them on a little journey, Mario and Luigi land on Oho Oasis. Luigi then saves his brother from angry crabs.

1 RESEARCH NOTES

Listen to the tape machines on the beach to learn about Oho Oasis, the creatures native to the island—the Oho Jee—and what happens when you set an Oho Jee on fire. The researchers responsible for the tapes must have been scientists of the mad variety.

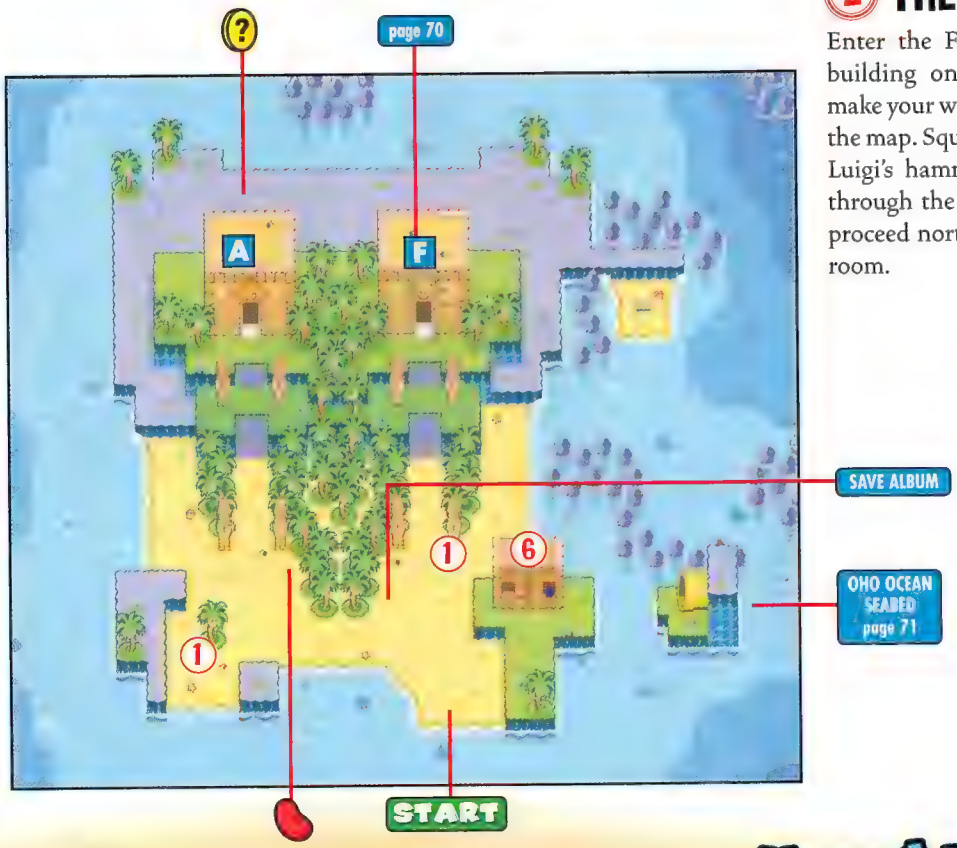






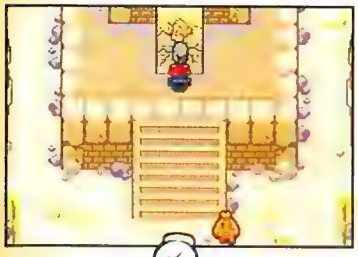
2 THE FIRE PALACE

Enter the Fire Palace (the building on the left) and make your way to point 2 on the map. Squash Mario with Luigi's hammer, then jump through the small hole and proceed north into the next room.

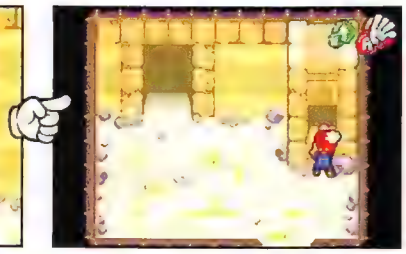


3 THE FIREBRAND

Use Mario's hammer to destroy the stone slab that bars your path, then after a brief conversation with a genie, examine the crystal ball to acquire Mario's Hand Power, the Firebrand. The genie will reappear and teach you how to use your new Bros. Action.

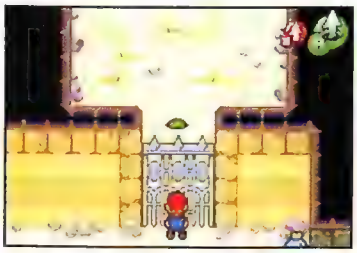


After you've mastered the Firebrand, head through the doorway in the southeast corner and use your new Hand Power to ignite the fireplace and open the gate.



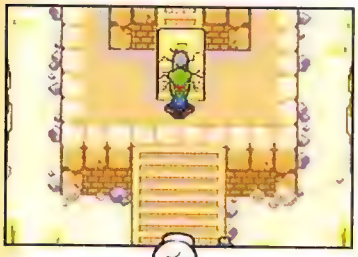
4 THE THUNDER PALACE

Rejoin Luigi and enter the Thunder Palace (the building on the right). When you reach the gate at point 4, pound Luigi into the ground and burrow underneath it. Jump out of the ground on the other side and proceed north.

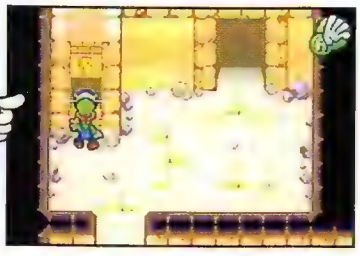


5 THE THUNDERHAND

Use Luigi's hammer to smash the stone slab that blocks his path. After the genie that appears is done speaking to you, ignore his warnings and examine the crytal ball atop the pedestal. Luigi will acquire his Hand Power, the Thunderhand, and the genie will teach you how to use it.

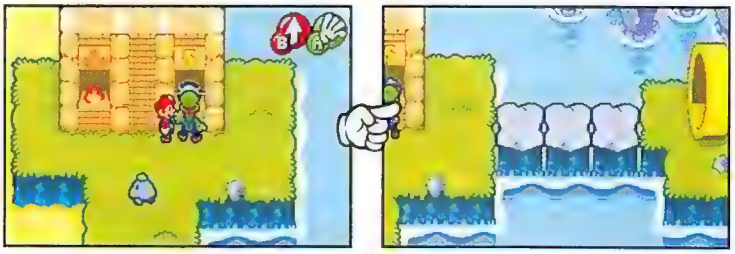


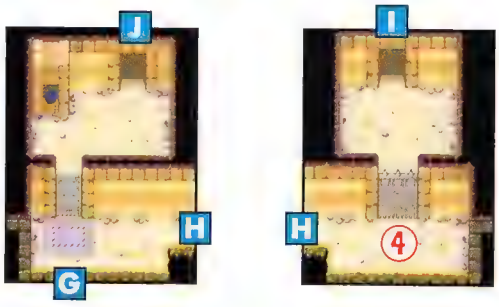
Once you've learned how to use the Thunderhand, exit through the doorway in the southwest corner and use it on the blue electrical conductor to open the gate so you can rejoin Mario.

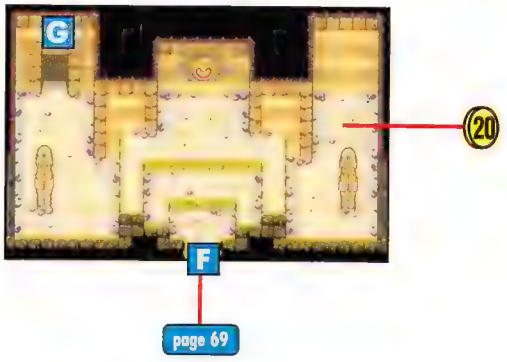


6 BRIDGE TO THE SEABED

Approach the altar on the southeast corner of the island and use your new Hand Powers to ignite the fireplace and electrify the conductor. A bridge leading to the yellow warp pipe will appear, allowing you to travel to the bottom of the sea.







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Oho Ocean Seabed

Without a boat, the only way Mario and Luigi can cross the Oho Ocean and return to the mainland is through the seabed.

ENEMIES

Goomdiver J H

HP 30 / EXP 25

Goomdivers can either come at you quickly (jump) or float around and take their sweet time (hammer).

Blooper H

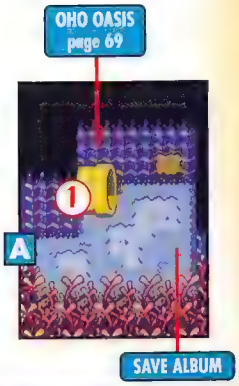
HP 60 / EXP 35

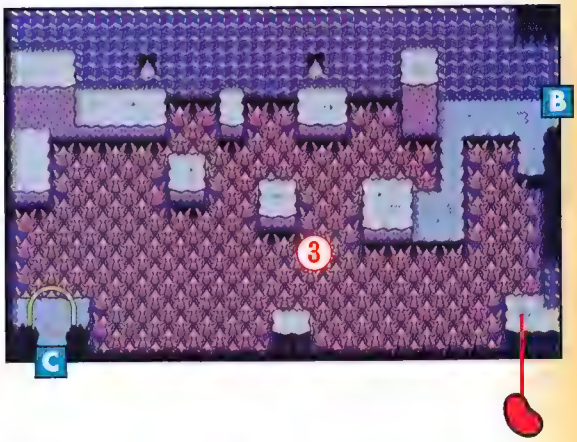
Bloopers attack pretty slowly, so don't pull your hammer back too soon.

Pestnut J H

HP 40 / EXP 35

These Pestnuts are similar to the ones you faced in Chucklehuck Woods, but they're poisonous.

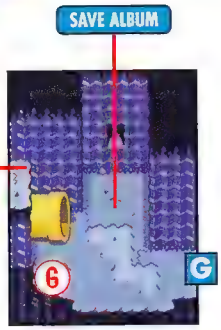




OHO OCEAN SEABED
page 86

LATER

You won't be able to get the Chuckle bean on the other side of the reef until you learn how to surf. See page 101 for the gnarly details, dude.

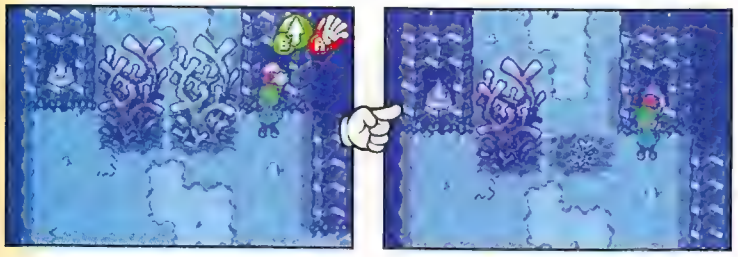


1 YELLOW WARP PIPES

Yellow warp pipes allow you to travel between land and the bottom of the sea. To reach the seabed, simply press Down on the Control Pad. When you wish to return to the surface, press Up on the Control Pad while you hold the A and B Buttons.

2 UNDERWATER FIRE

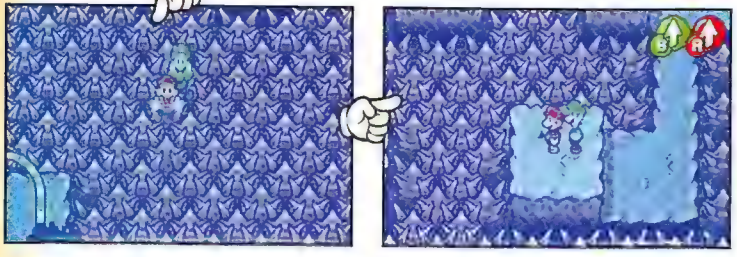
To make the reef that restricts your path disappear, use Mario's Firebrand to ignite the fireplace on the right. Yes, Mario's new Hand Power is so amazing that he can actually create fire underwater. Imagine the possibilities! He could broil fish while catching them.



3 SWIMMING LESSONS

To swim over the sharp coral covering the seafloor, press the A and B Buttons rapidly and steer with the Control Pad. If you touch down on the coral, you'll be returned to the last platform you stepped on (you won't take any damage, though). Make your way to the southwest corner of the room and watch out for falling Goomdivers.

You can still use all of your Bros. Actions underwater, including the ability to pound Luigi into the ground so you can retrieve beans like the one on the southeast platform.



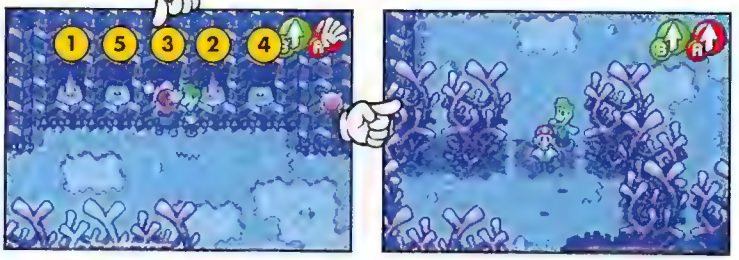
4 ISN'T THAT DANGEROUS?

Use Luigi's Thunderhand on the electrical conductor at point 4 to open the gate. Even more amazing than Mario's being able to create fire underwater is Luigi's ability to shoot electricity from his hands while submerged and not get electrocuted.

5 SIMON SAYS WITH FIRE

If you hit the red button at point 5, each of the fireplaces to the left will light up momentarily, one after another. Memorize the sequence in which they ignite (or simply refer to the screenshot below) and use Mario's Firebrand to set them ablaze in the same order. The reef blocking your path to the south will vanish. A note to concerned marine biologists: the reefs Mario and Luigi are eliminating are a different color from the others, and thus probably unhealthy. By making them disappear, they're likely saving the rest of the population.

Ignite the fireplaces in the order indicated in the bottom-left screenshot to make the south reef disappear. Unfortunately, you don't have a way to deal with the other reef yet; you won't be able to retrieve that Chuckle Bean until later.



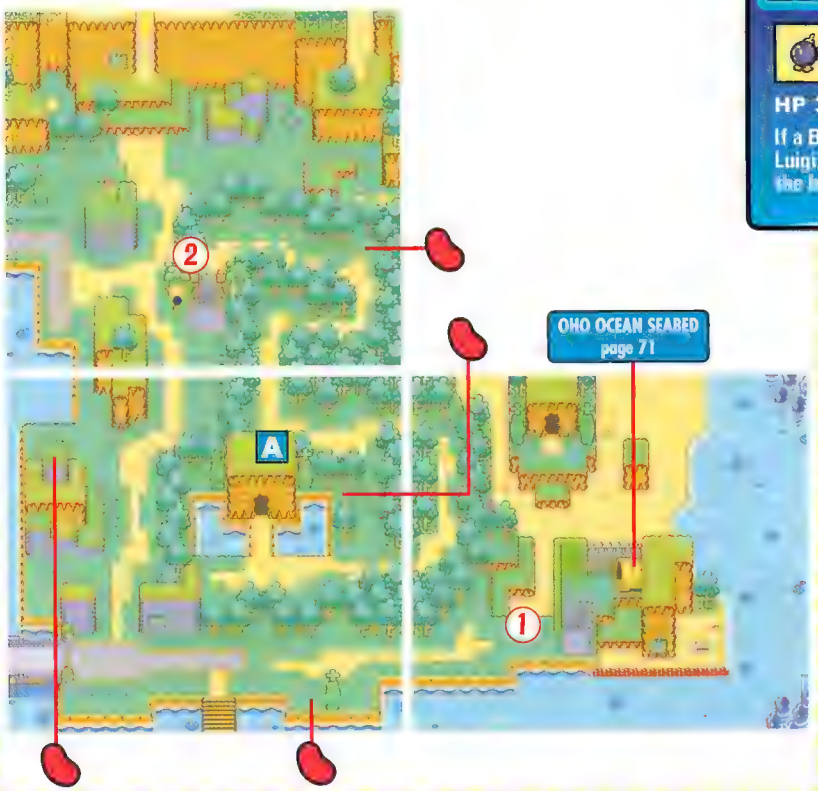
6 RETURN TO THE SURFACE

Climb up the yellow warp pipe at point 6. After a pivotal cut scene, you'll emerge in East Beanbean, back on the mainland. To lower the gate in front of you, hit the red button on the nearby hedge with Mario's or Luigi's hammer.

Hammerhead Bros. Cave

Prince Peasley will greet you upon your return to the Beanbean Kingdom mainland. He's such a courteous fellow.

KINGDOM MAP



ENEMIES

Bob-omb H

HP 30 / EXP 16

If a Bob-omb runs into Mario or Luigi, it'll explode, possibly making the brother dizzy

Paratroopea J

HP 40 / EXP 20

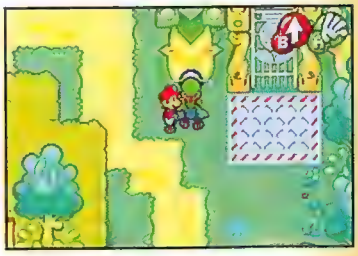
Paratroopeas swoop down from the sky. Keep an eye on their shadows so you know who to jump with.

1 THE PRINCE'S REQUEST

After a cut scene in which Luigi demonstrates his superior storytelling abilities, Prince Peasley will ask our heroes to go to Beanbean Airport to greet a certain dignitary from a neighboring kingdom. Before you do, however, power up your hammers.

2 PAY YOUR FRIENDS A VISIT

Electrify the conductor at point 2 with Luigi's Thunderhand to lower the adjacent gate. The path on the other side leads to the Hammerhead Bros.' new residence.

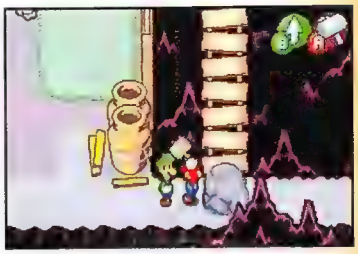


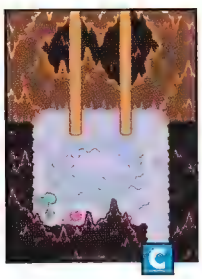
THWOMP'S CHANCE GAME

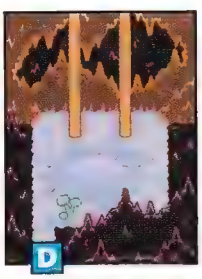
In the room at the end of each bridge, there's a Thwomp who will offer you a chance to test your luck in exchange for coins. If you take him up on his offer, you'll be presented with three rocks. Hit one of them with your hammer to win whatever was underneath. You'll typically find coins (or nothing at all), but you can also win a Secret Scroll in each room that will teach Mario and Luigi a new Bros. Attack!

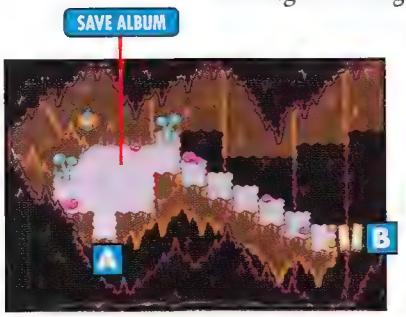
3 SUPER HAMMERS

Take the Hammer Bros. up on their offer to reforge your hammers. When they're finished, test out the new Super Hammers on the gray rock in front of the left bridge. Unfortunately, you still can't smash black rocks like the one in front of the bridge to the right.





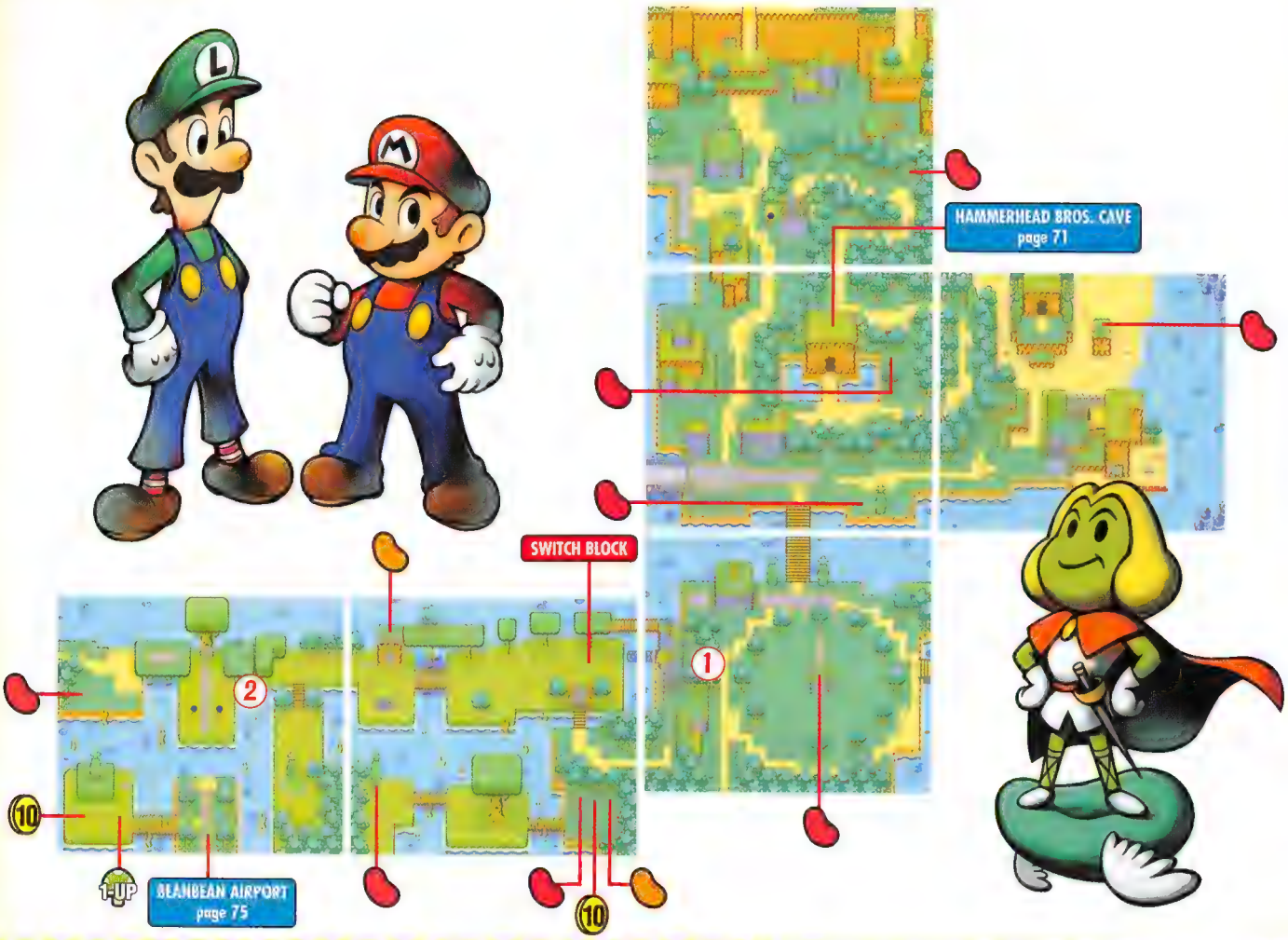




BEANBEAN AIRPORT

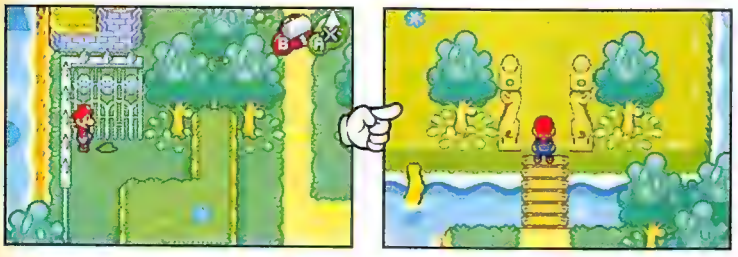
Follow the kingdom map to Beanbean Airport. Note that the tragically underappreciated Luigi has to do all the work along the way.

KINGDOM MAP



1 GATES SHMATES

At point 1, drive Luigi into the ground, then have him burrow under the gate, jump up the platforms and cross the bridge leading west. On the next screen, you'll see a Switch Block—hit it to lower the gate to the south, then rejoin Mario and continue toward the airport.

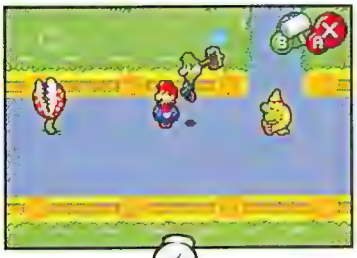


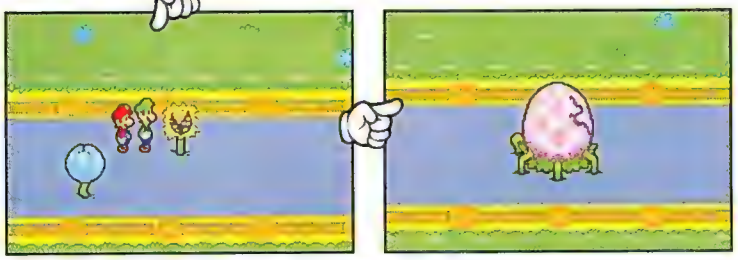
2 BRIDGE-BUILDING

The path eventually leads to what seems like a dead end. Fortunately, the pair of electrical conductors nearby erects a bridge when supplied with power. Use Luigi's Thunderhand to do the deed, then cross the bridge to Beanbean International Airport.

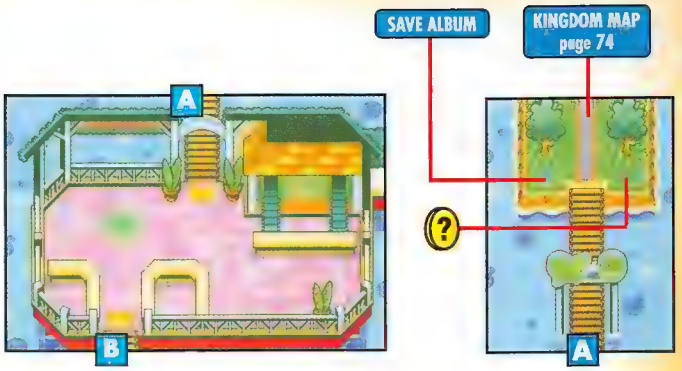
3 TROUBLE ON THE TARMAC

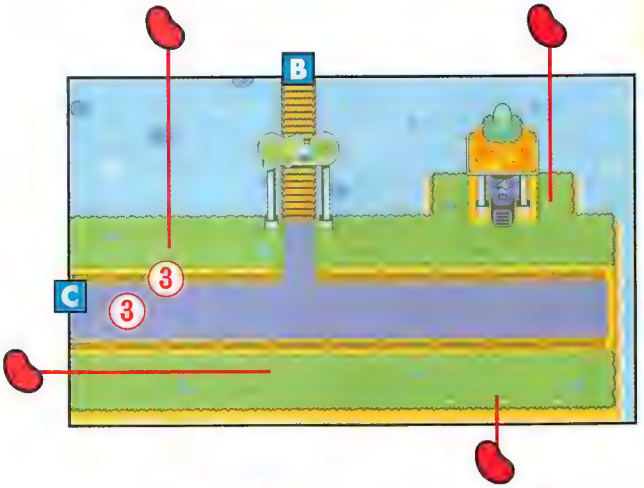
As you step onto the runway (which typically isn't a good idea), Lady Lima will ask you to remove the Piranha Plants growing on the tarmac (each is marked with the number 3 on the map). Have Mario drink from the fountains, then hit him with Luigi's hammer to spit the water at the plants before zapping them with Luigi's Thunderhand. After you've exterminated all five plants, Mom Piranha will hatch from the egg on the center of the runway. Though she probably won't present much of a challenge if Mario and Luigi are wearing sturdy trousers, it's still a good idea to save your game before you approach.

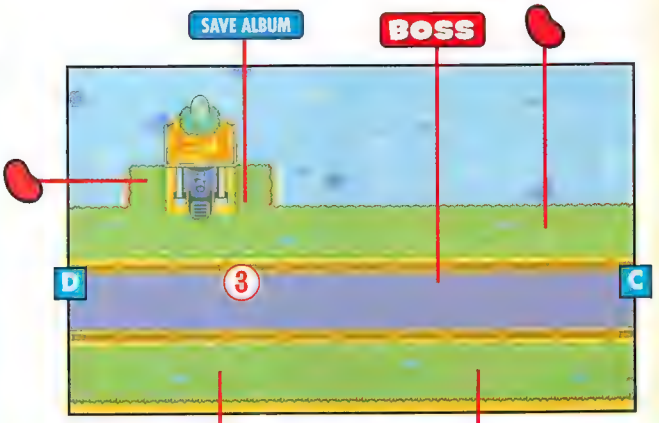


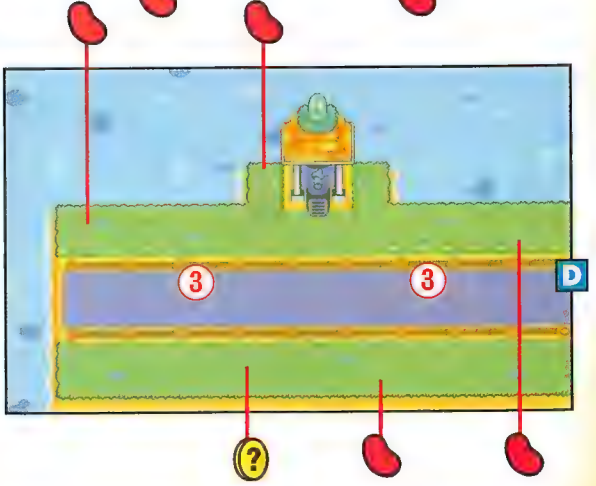


Princess Peach's plane won't be able to land until you clear the Piranha Plants from the runway. Though Luigi's Thunderhand doesn't electrocute him when it comes in contact with water, the things he touches aren't so fortunate.









BOSS MOM PIRANHA

Mom Piranha is joined by two Piranha Plants that fire projectiles at you. If you defeat one of them, it'll grow back blue. If both plants are blue, Mom will turn blue as well. She's most vulnerable to the Hand Attack opposite her own color (the like-colored one will heal her). When Mom walks up to Mario and Luigi, she'll swing one of her giant tentacles back and forth, knocking the brothers on their posteriors if it hits them. Her other attack is a giant fireball that she launches into the air. The shadow it casts indicates who it's going to land on. When the shadow appears, pull back your hammer and prepare to knock the fire back at her.

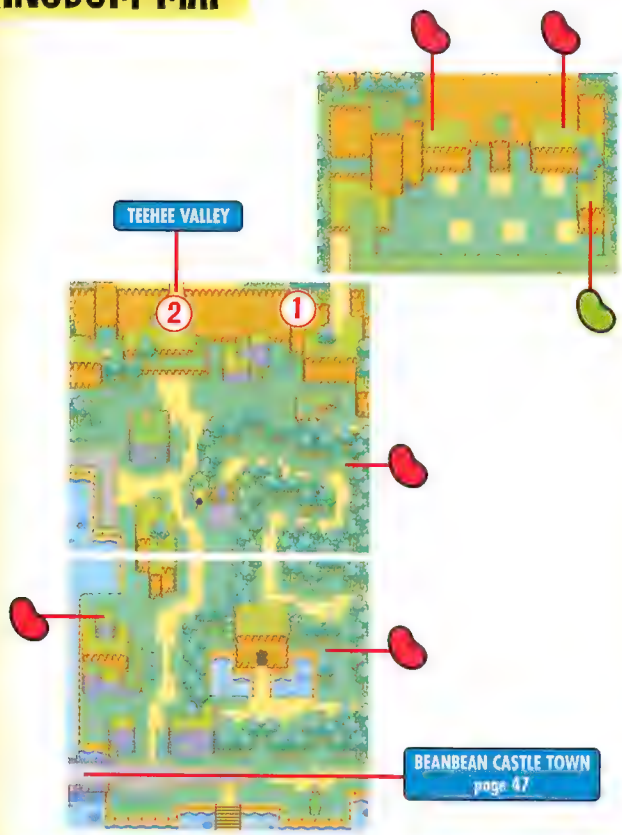
If you don't successfully counterattack Mom's giant fireball, it'll deal damage to both brothers.

The Piranha Plants grow back, so focus on Mom. Use Luigi's Hand Attack and Mario's Bros. Attacks.

Teehee Valley

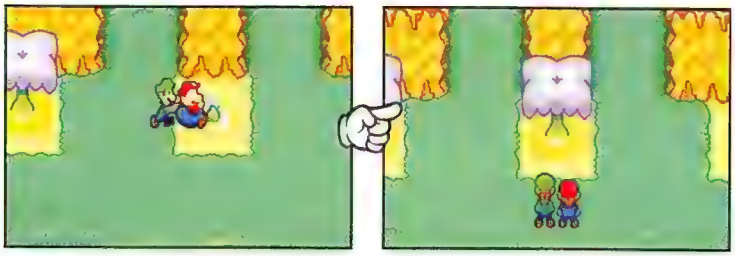
After you defeat Mom Piranha and return to Beanbean Castle, take Princess Peach to Little Fungitown by way of Teehee Valley.

KINGDOM MAP



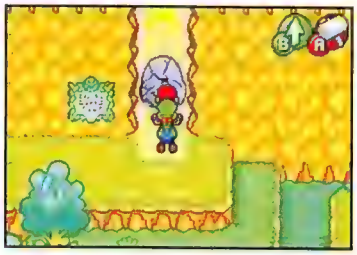
1 A FRIENDLY MOLE

Before you head to the rendezvous point, spin-jump to the ledge at point 1 and proceed north. Have Mario drink from the spigot and use Luigi's Thunderhand to make him spit the water on the seedlings, causing them to grow. The top-middle seedling leads to a ledge—atop it stands a mole who will give you a Red Peper and a Green Pepper.



2 ROCKSLIDE

A gray "super rock" blocks the path to Teehee Valley. If you've been following the guide, you should already be equipped with the Super Hammers you'll need to smash it. If you skipped that part (for shame), refer to page 73.

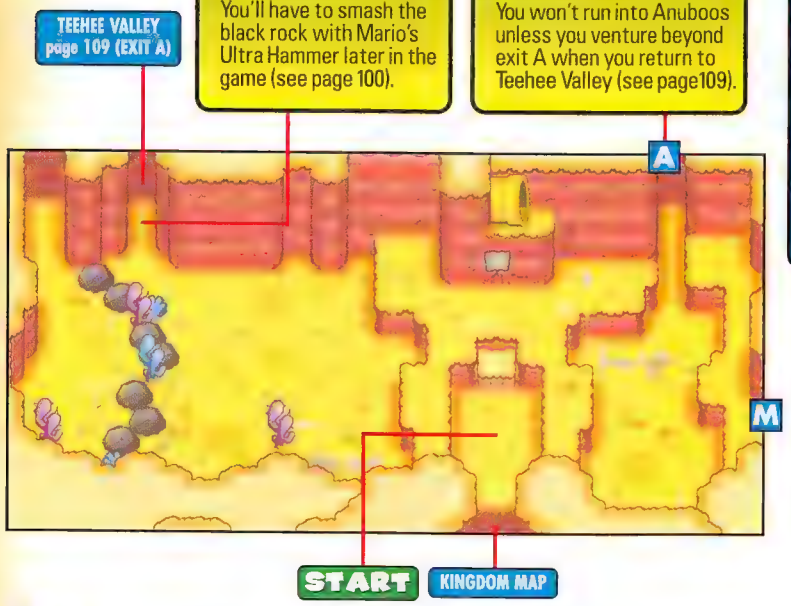


LATER

You'll have to smash the black rock with Mario's Ultra Hammer later in the game (see page 100).

LATER

You won't run into Anuboos unless you venture beyond exit A when you return to Teehee Valley (see page109).

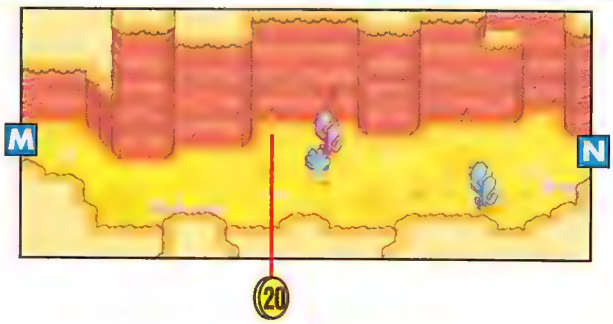


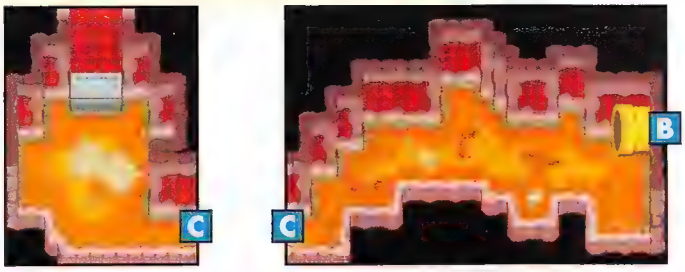
ENEMIES

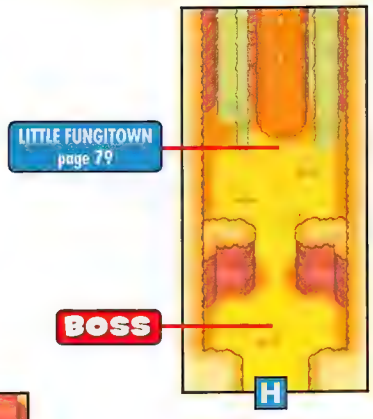
Gritty Goomba H
HP 30 / EXP 30
Gritty Goombas create a sand storm before they attack, so watch them carefully.

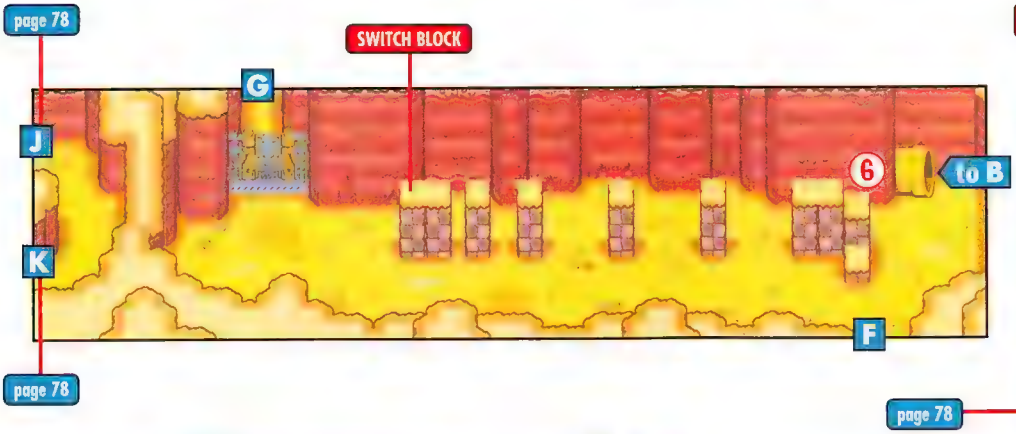
Spiky Snifit J
HP 80 / EXP 67
A Spiky Snifit will wink to indicate whom it's attacking. If it bounces as projectile at you, don't jump.

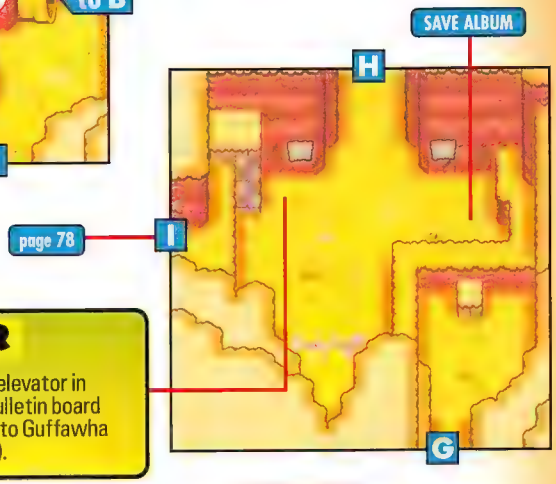
Anuboo J
HP 60 / EXP 60
Anuboos temporarily morph into the shape of one of the brothers to indicate who they'll target.

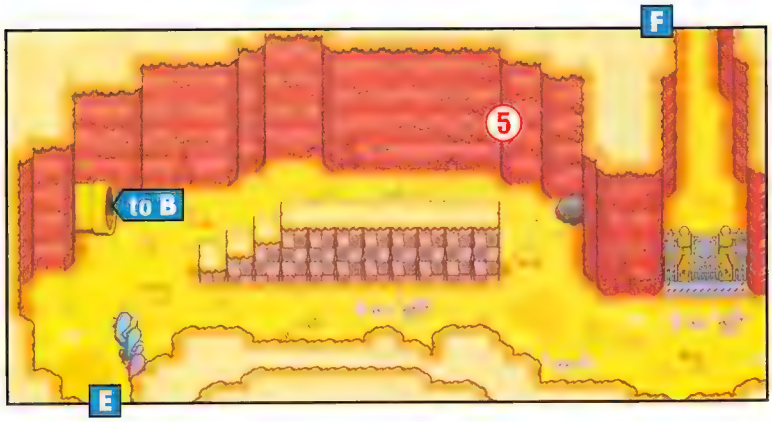






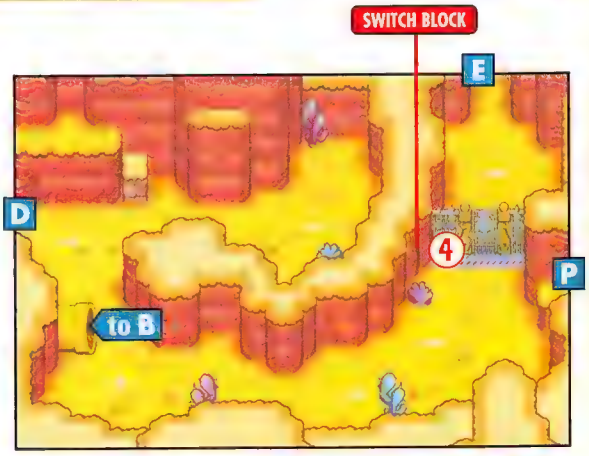


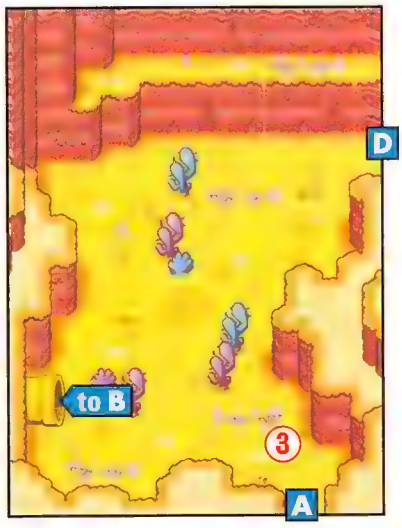


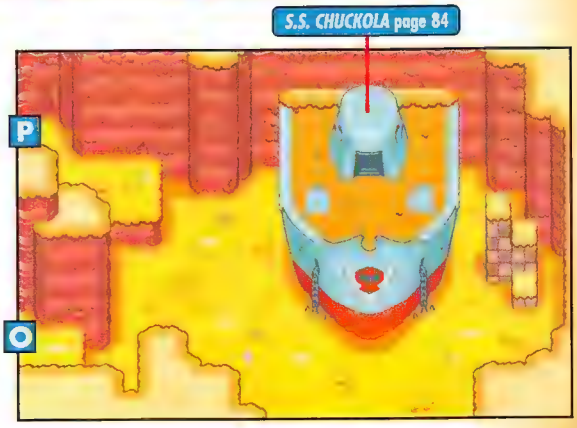


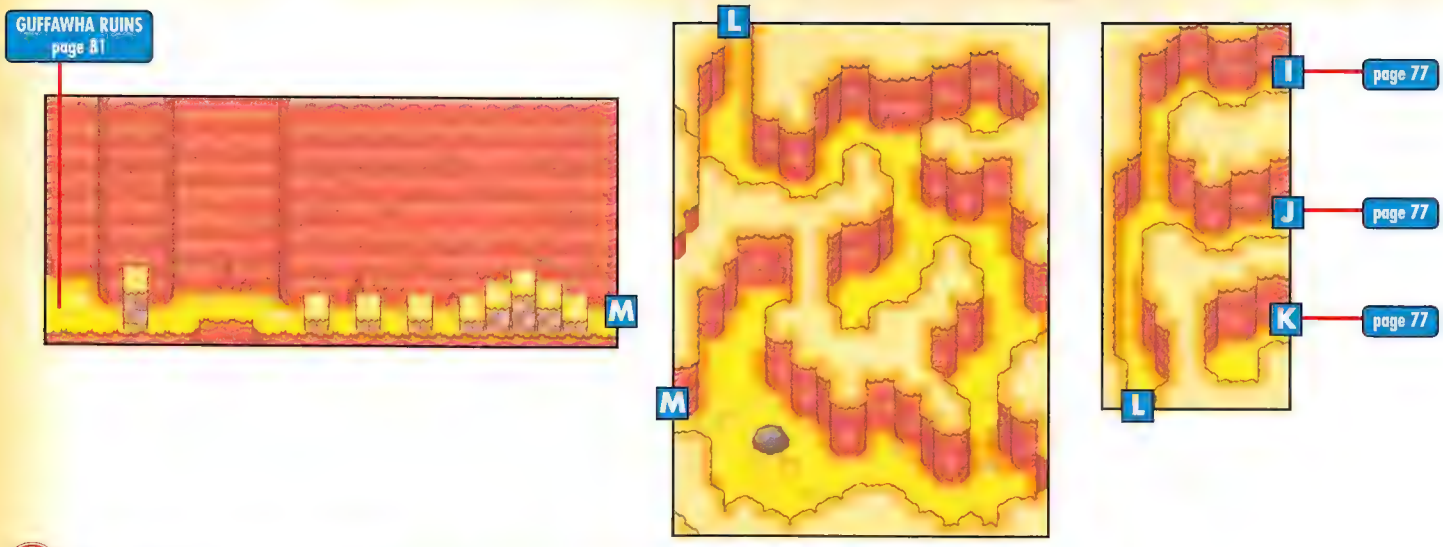
LATER

You'll use the elevator in front of the bulletin board on Luigi's trek to Guffawha Ruins (page 81).



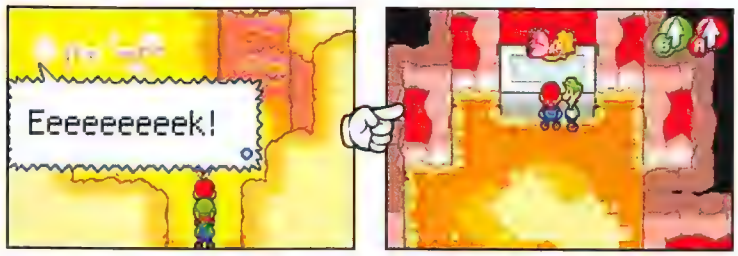






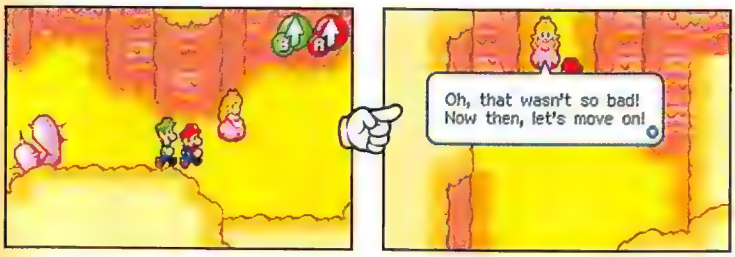
3 RESCUE THE PRINCESS

If you let the princess leave your sight (as she does during the cut scene at point 3), Gritty Goombas will kidnap her. Slide down the nearest yellow warp pipe to save her (afterward, you'll reappear at the top of the warp pipe automatically).



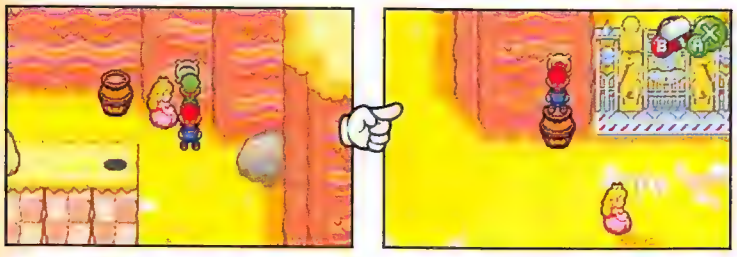
4 MAKE WAY FOR PEACH

Follow the princess through Teehee Valley and eliminate any Goombas blocking her path (she'll make no effort to avoid them herself). When you get to the Switch Block at point 4, hit it before she reaches the gate. If you're too late, you can convince her to turn back by talking to her.



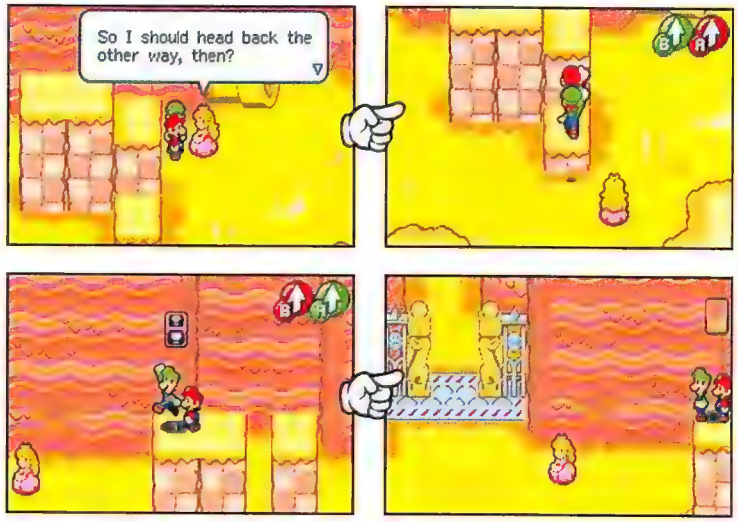
5 IT'S RAINING BARRELS

Hammer the red button at point 5, then talk to the princess to turn her around. When she gets near the yellow warp pipe, turn her around again, then quickly jump up the ledge, smash the rocks and have Luigi jump into the barrel so Mario can reach the red button next to the gate.



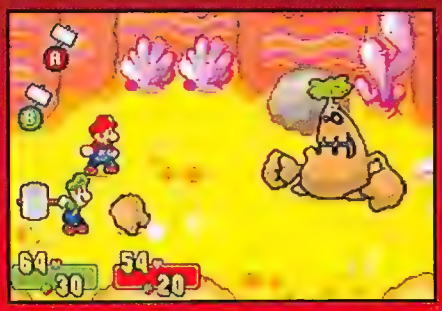
6 THE FINAL GATE

As the princess approaches the yellow warp pipe at point 6, ask her to turn around. When she reaches the exit, she'll automatically turn back, giving you time to high-jump onto the nearby ledge. From there, you'll have to spin-jump across the ledges stretching east and hit the Switch Block at the end before Princess Peach reaches the gate (and remember—she'll be kidnapped if you lose sight of her, so don't get too far ahead). If there's a Gritty Goomba in her way, you'll have to drop from the ledge and defeat it to prevent the baddie from grabbing her. Afterward, suggest that she turn around again so you can jump back onto the ledges while keeping an eye on her. Save your game at the next screen and prepare to battle Trunkle.



BOSS TRUNKLE

You can tell who Trunkle is going to target with a boulder by which arm he winds up with. When he tries to suck you toward him, jump over the poison mushrooms and Goombas, but let the life-replenishing Mushrooms hit you. After you've dealt quite a bit of damage to the boss, he'll split into four tiny Trunkles. Keep an eye on the one with the berry in its mouth as they shuffle around—you'll have to defeat it first to prevent them from remerging and starting the battle anew.

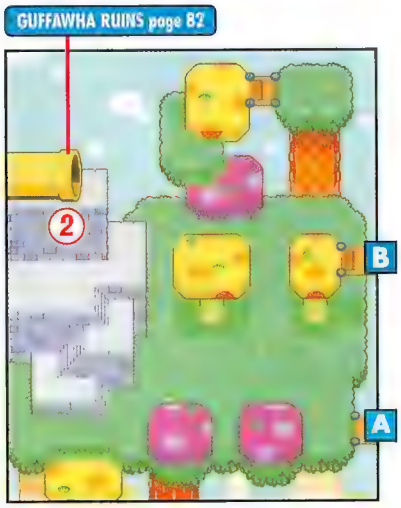


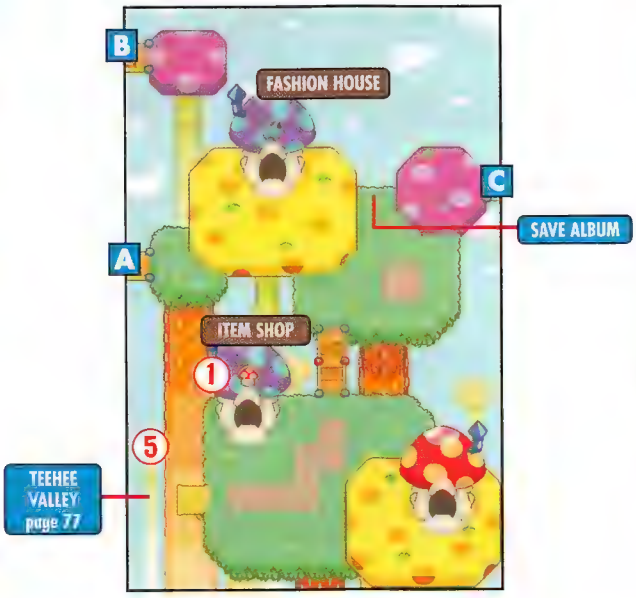
If Trunkle's arm spins a bit more slowly than normal, the boulder will curve toward the opposite brother.

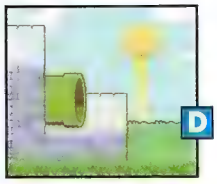
Prepare to jump when the tiny Trunkles roll at you, and to use your hammer when they burrow.

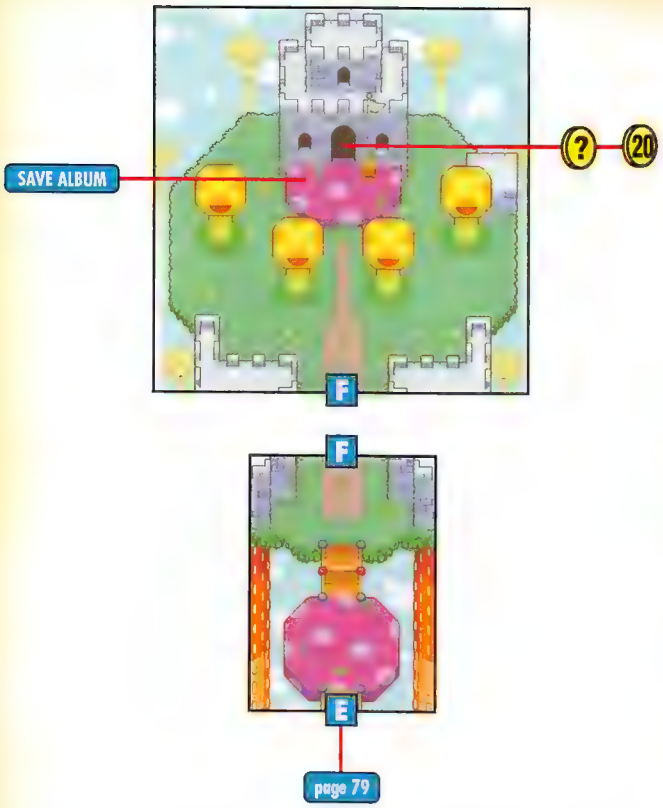
LITTLE FUNGITOWN

After you defeat Trunkle and once again save Princess Peach, the residents of Little Fungitown will escort your party to their village.





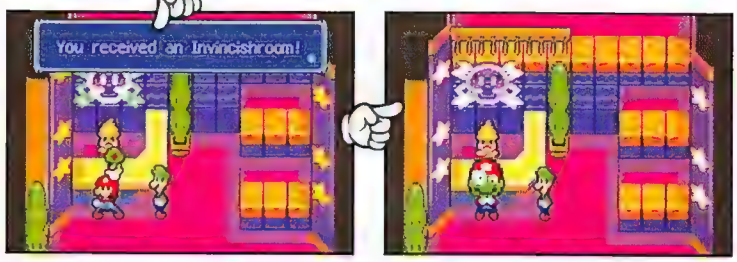




3 STAR 'STACHE SMASH

Approach the unoccupied machine at the top of the game arcade and press the A Button to play The Star 'Stache Smash. Press the B Button to tilt the platform toward Luigi when the mouth on the left is open. Press the A Button to tilt the platform toward Mario when the mouth on the right is open. You'll score points for every item that lands inside one of the mouths (press Start to see how many points each item is worth). If you can score 200 points in 60 seconds, you'll win an Invincishroom.

After eating the Invincishroom, Mario comes down with a bad case of Bean Fever. We hate to say this, but it serves him right for not sharing with Luigi.

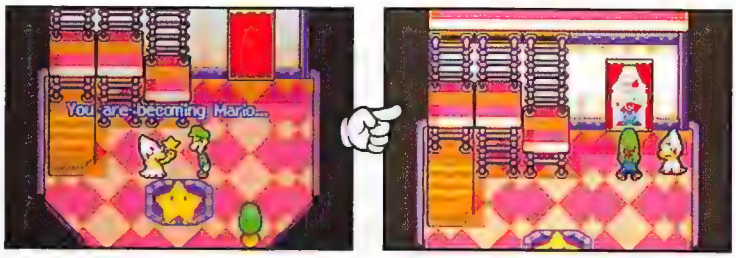


1 LITTLE FUNGITOWN SHOPPING

Little Fungitown's item shop is the only place that sells Ultra Mushrooms. You should already have quite a few of them, however, and the 120 HP that they replenish is probably overkill at this point. Spend your money at the fashion house, where you'll find exclusive badges and slacks, instead.

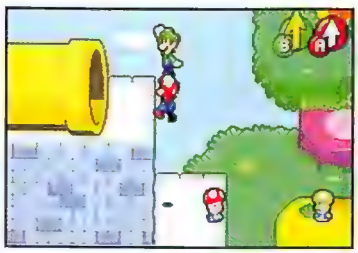
4 LUIGI FINDS HIS COURAGE

Luigi must retrieve some Crabbie Grass from the Guffawha Ruins to prevent Mario from turning into a bean. But when he learns of the terrifying monsters that occupy the ruins, our man in green begins shaking like a leaf. To help him overcome his fear, lead him to the hypnotist at the house at point 4 on the map.



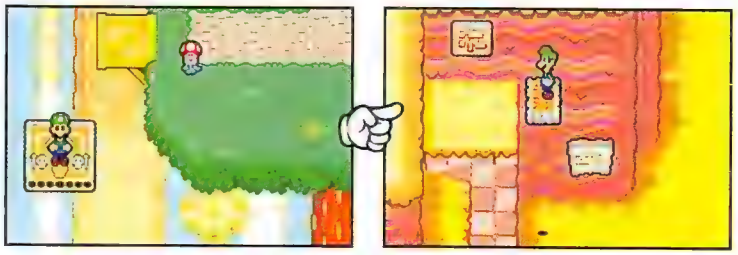
2 ONE-WAY PIPE

The yellow warp pipe at point 2 serves only as an exit from the Guffawha Ruins. No matter how hard you try, you won't be able to reach it. Why not ease your disappointment with a trip to Little Fungitown's new game arcade?



5 TO GUFFAWHA VILLAGE

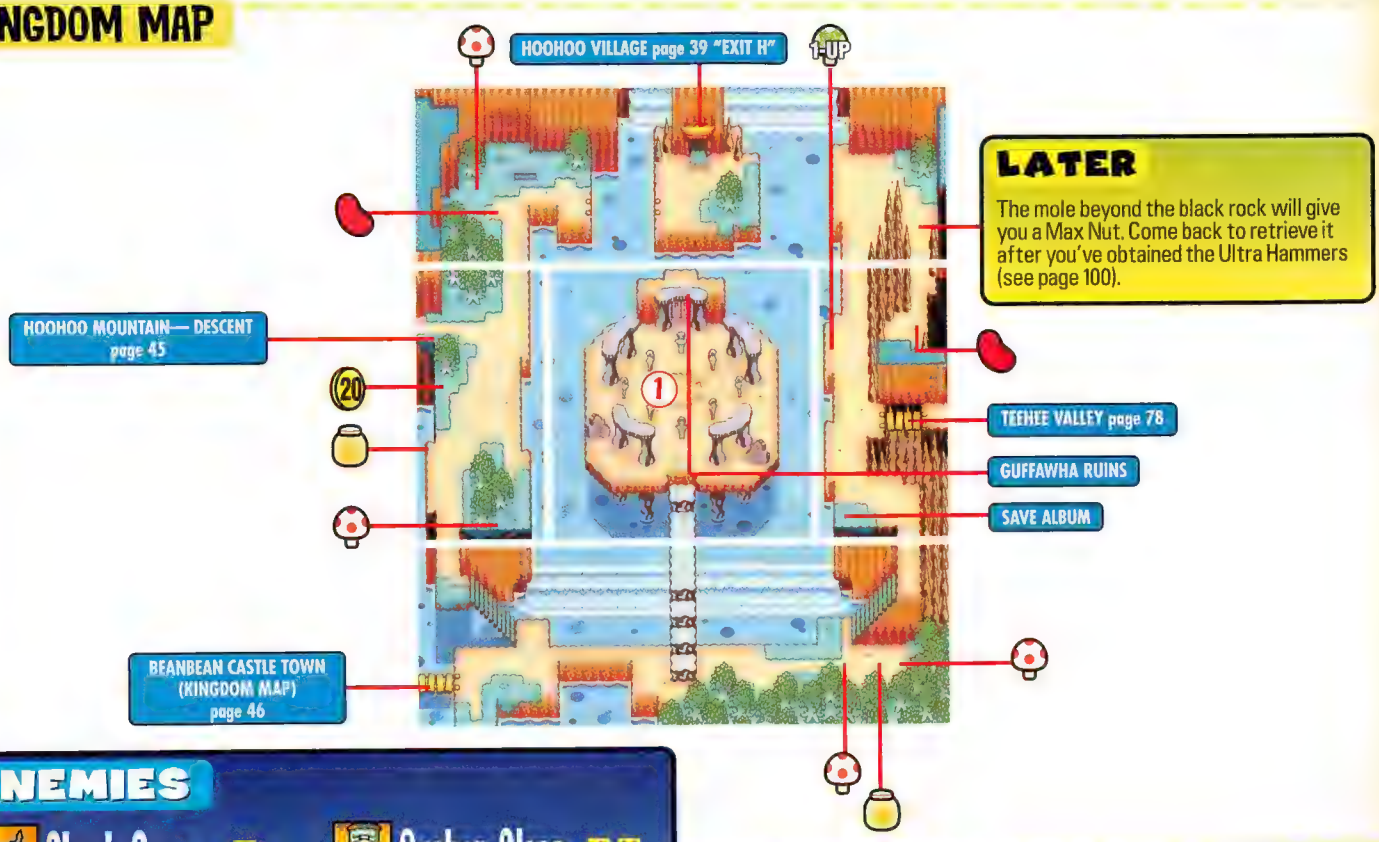
When you're finished shopping and chatting with the townsfolk, leave Little Fungitown via the elevator you arrived on. Refer to the Teehee Valley maps on page 77 and 78 to make your way to the Guffawha Ruins.



Guffawha Ruins

Luigi's on his own for the first time since he won that haunted mansion two years ago. Naturally, you'll be unable to use any Bros. Actions.

KINGDOM MAP



LATER

The mole beyond the black rock will give you a Max Nut. Come back to retrieve it after you've obtained the Ultra Hammers (see page 100).

ENEMIES

Chuck Guy J

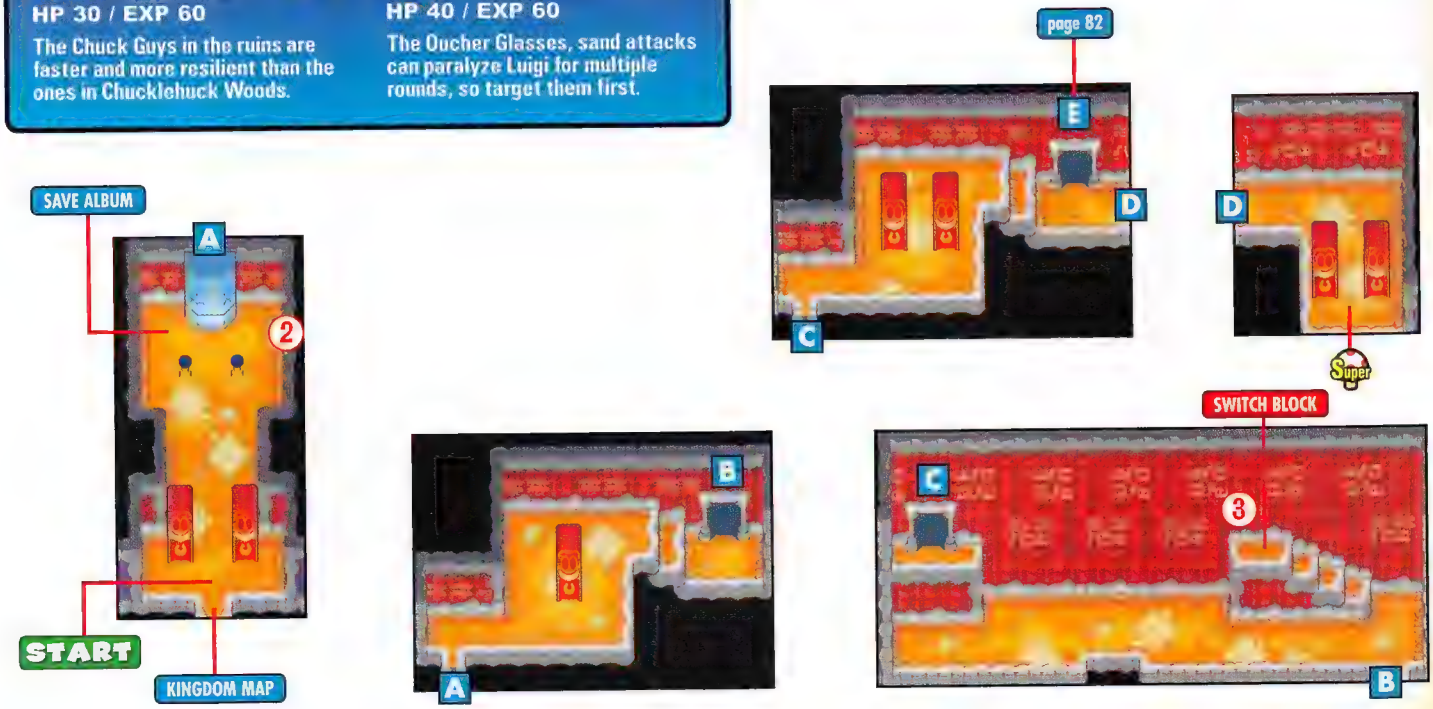
HP 30 / EXP 60

The Chuck Guys in the ruins are faster and more resilient than the ones in Chucklehuck Woods.

Oucher Glass J H

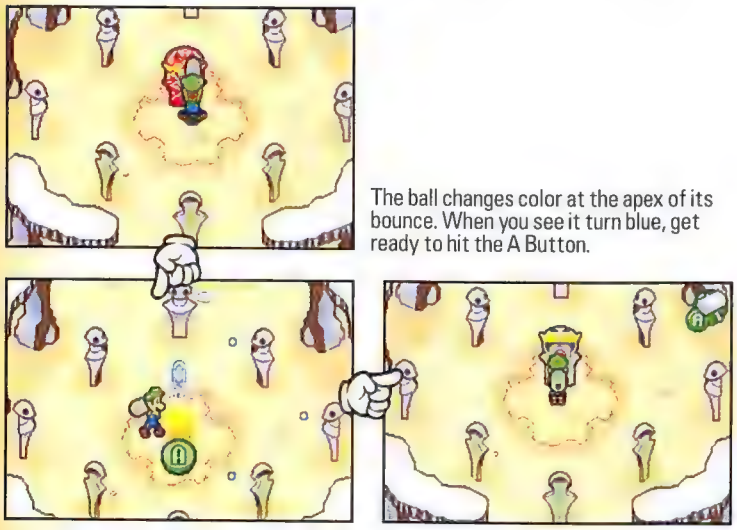
HP 40 / EXP 60

The Oucher Glasses, sand attacks can paralyze Luigi for multiple rounds, so target them first.



1 MOVE OVER, AGASSI

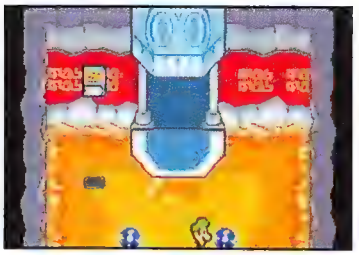
Hit the cracked red figure at the center of the stone formation with Luigi's hammer. You must then press the A Button to hit the bouncing ball of energy at the north statue. With each successful swing, you'll activate one of the surrounding statues. Once you've activated the first four, the ball will start alternating colors from blue to red. Don't hit it until it turns blue; if you connect while it's red, you'll have to start over from the first statue. Power up all eight statues, then hammer the device that appears to open the entrance to the Guffawha Ruins.

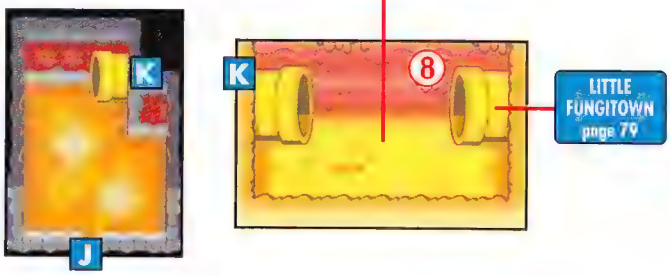


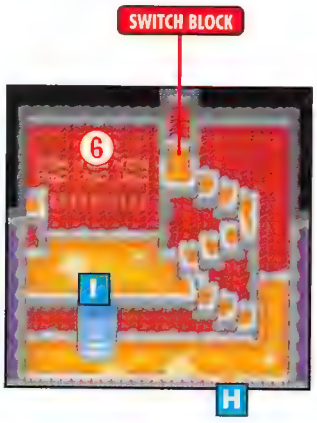
The ball changes color at the apex of its bounce. When you see it turn blue, get ready to hit the A Button.

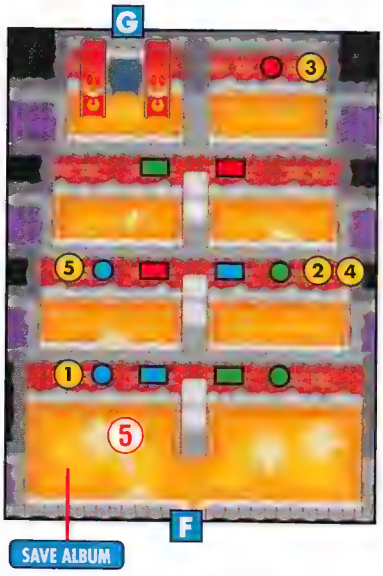
2 SAY "AHHHH"

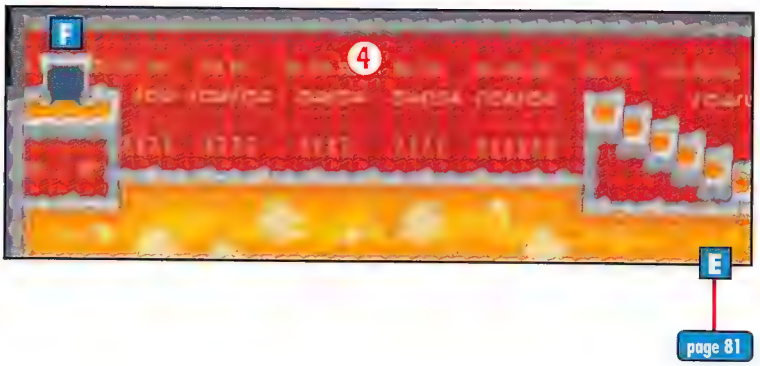
To open the mouth-shaped gate at point 2, electrify both of the conductors in front of it with Luigi's Thunderhand. Before you head inside, be sure to save your game. Since Luigi's on his own, this journey could be a bit tougher than usual.





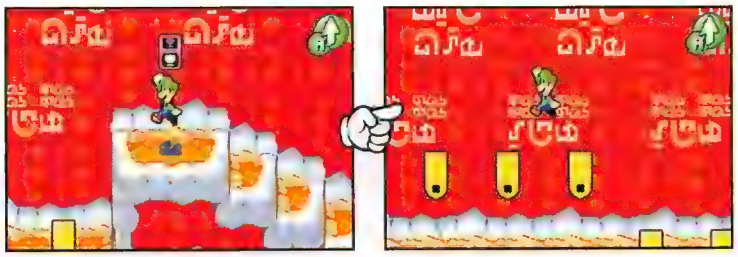






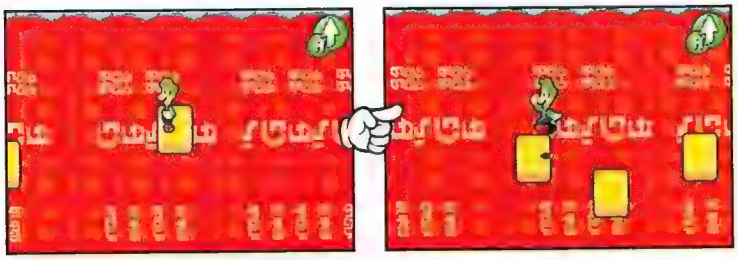
3 WEIGHT-SENSITIVE PLATFORMS

Hit the Switch Block at point 3 to make a series of yellow platforms rise along the gap in front of you. When you land on one of the platforms, it'll begin to tremble under Luigi's weight (it's a good thing Mario didn't come along). Before it falls, quickly jump to the next one.



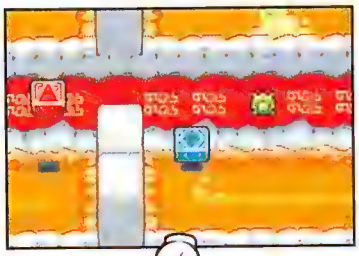
4 WATCH YOUR STEP

The yellow platforms across the next gap don't fall, but they're constantly moving. Watch their patterns and time your jumps carefully to avoid falling. It's old-school platforming at its finest, and in an RPG, to boot!

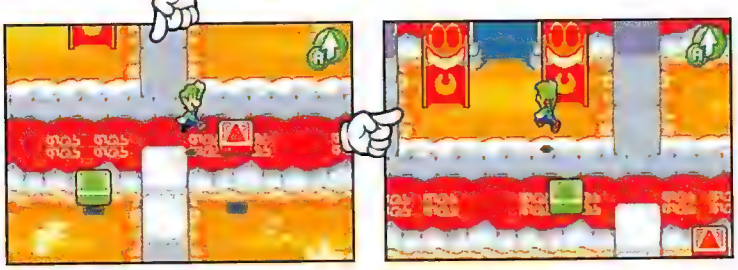


5 PLATFORM RAINBOW

When you hammer the buttons in the room at point 5 on the map, each of the like-colored platforms will move up or down, depending on its current position. Hit the buttons in the order indicated on the map to reach the exit in the upper left-hand corner. After you hit the red button at the top, be careful not to walk back too far. If you make a mistake, you can exit the room and come back to reset all of the platforms. Fortunately, there are no enemies in the room to distract you from the task at hand.

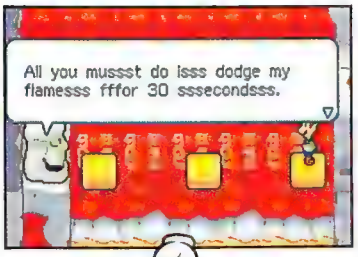


It's a bit easier to wrap your head around the puzzle if you think of it as creating a series of steps that zigzag toward the exit.

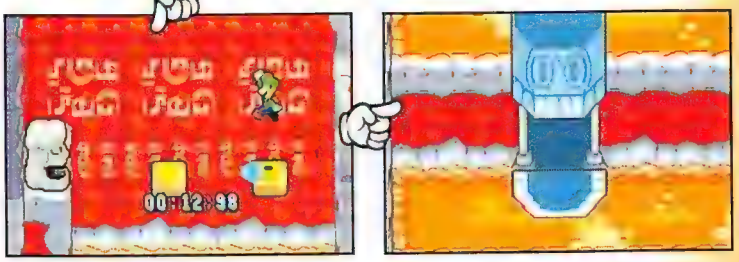


6 STRESS RELIEVER

After you hit the Switch Block at point 6, the "terrifying monster" that Little Fungitown's doctor warned you about will ask you to help it burn off some steam. To do so, you'll have to jump over the monster's flames for 30 seconds while the platforms move toward it like a conveyor belt. As time wears on, the flames will come at you with increasing frequency. If one hits you or if you fall off the platforms, the 30-second timer will reset. The mouth-shaped gate at the bottom of the room won't open until you succeed.



Try to stay as far right as possible to give yourself the most time to jump over the flames. Fortunately, the platforms move at almost the same pace for the duration of the challenge.

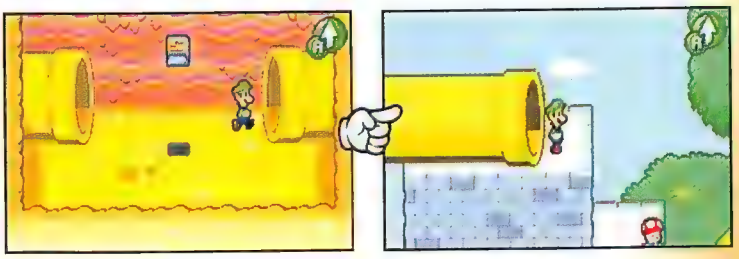


7 CRABBIE GRASS

You'll find the Crabbie Grass needed to cure Mario's Bean Fever in the room beyond the mouth-shaped gate you just opened. Grab the grass and proceed north while dreaming of the hero's welcome that Luigi will receive upon his return.

8 BACK TO LITTLE FUNGITOWN

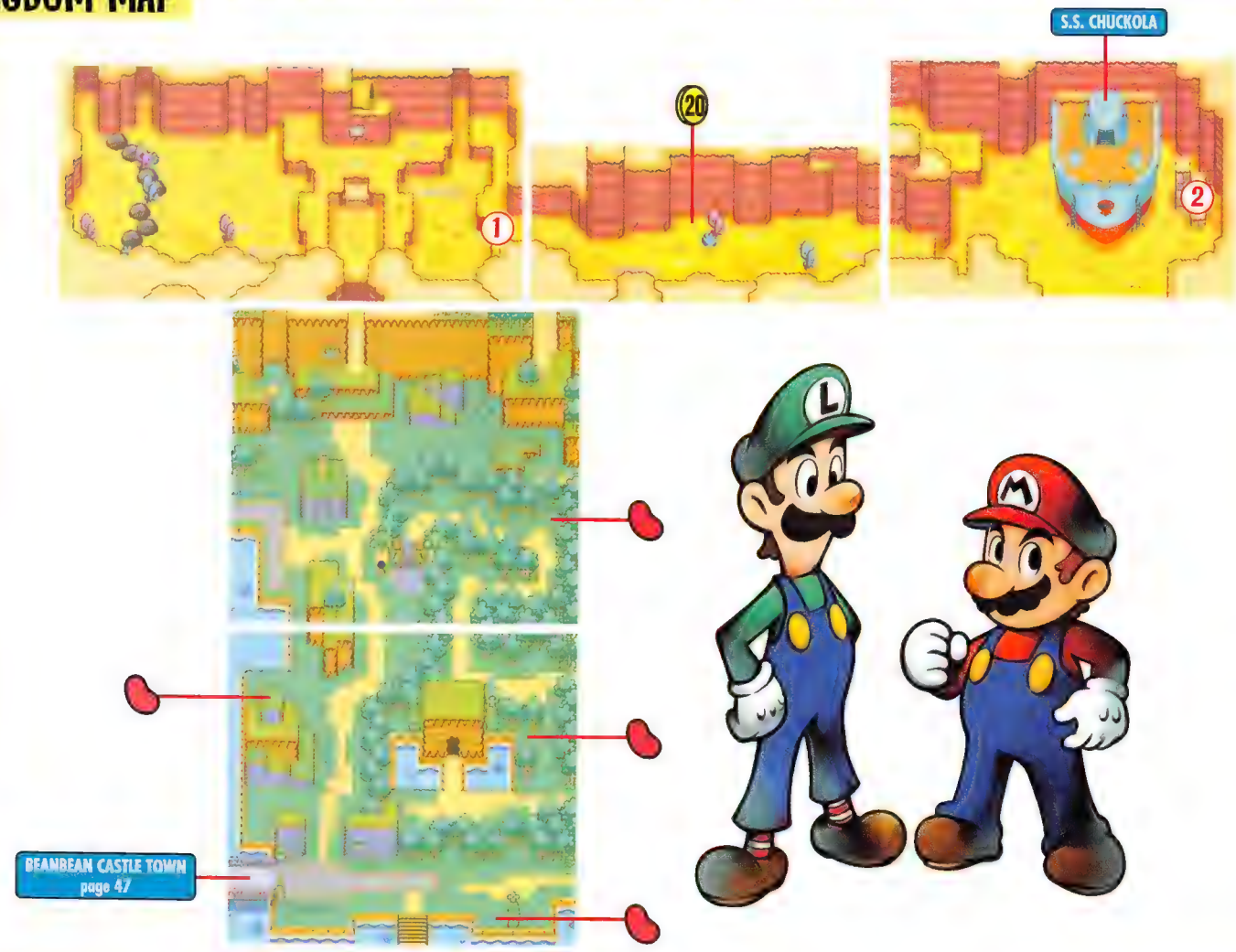
Rather than traipse all the way back through the ruins, you can simply use the yellow warp pipe to return to Little Fungitown. Once there, head to the Mushroom Embassy to save Luigi's beloved brother from spending the rest of his life as a bean.



S.S. Chuckola

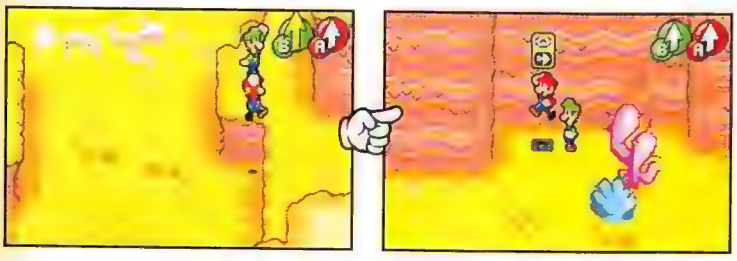
The race is on for the four pieces of the shattered Beanstar. The first piece is aboard the *S.S. Chuckola* in Teehee Valley.

KINGDOM MAP



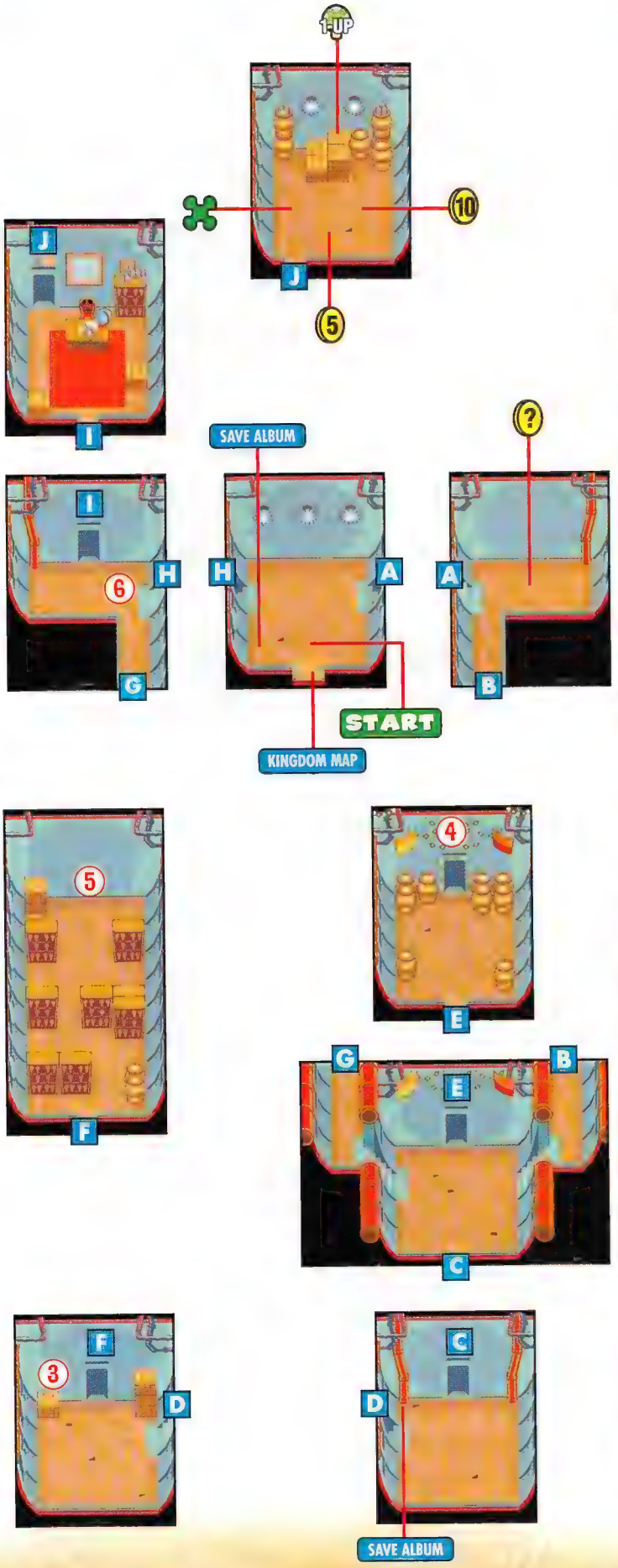
1 DESERT SHIP

Return to Teehee Valley from Beanbean Castle Town and head east toward the S.S. Chuckola (you can learn how the ship came to be grounded in the middle of the desert by talking to its captain). Along the way, you'll come across a Bros. Block containing 20 coins.



2 WELCOME ABOARD

The first piece of the Beanstar is on the ship's deck, but as you hop aboard, a couple of crew members will grab the fragment and carry it belowdecks. Needless to say, you should follow them.

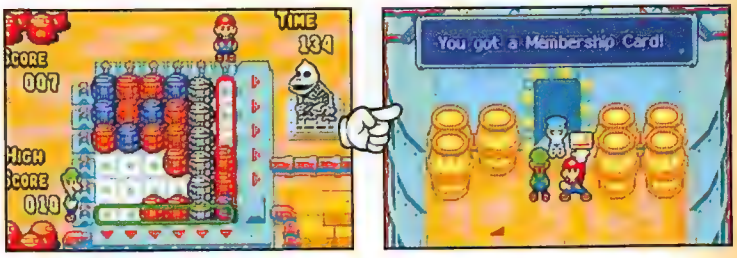


3 MEMBERS ONLY

You'll see the Beanstar piece being lugged into the storage area, but unfortunately you're not allowed to enter without a Membership Card. To earn such a card, you'll have to make yourself useful by sorting some Chuckola Cola barrels at point 4.

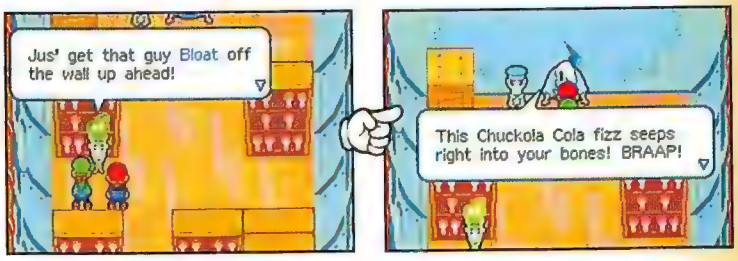
4 BARREL PUZZLER

The process of organizing the barrels is like a puzzle game. To score a point, you must line up barrels of the same color either vertically or horizontally (Bink, the crew member in charge, will explain how). If you can score 10 points within three minutes, you'll receive a Membership Card.



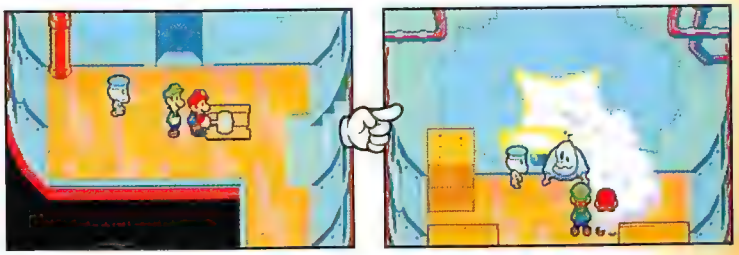
5 LET'S MAKE A DEAL

Enter the storage room and talk to the crew member holding the piece of the Beanstar. He'll offer to give it to you if you can get the ship's explosives expert, Bloat, out of a crack in the wall. It seems Bloat drank a little too much Chuckola Cola and got stuck somehow.



6 CURSE OF THE S.S. CHUCKOLA

Hit the wooden floor panel outside the captain's quarters with your hammer. Some dynamite will drop next to Bloat, so walk down and light the fuse with Mario's Firebrand. The explosion will free Bloat, but our heroes will end up at the bottom of the Oho Ocean again.



Oho Ocean Seabed

In addition to the enemies you encountered on your first trek to the seabed, you'll also come across the new baddies listed below.

ENEMIES

Malibut J H

HP 60 / EXP 68

Jump over the smaller projectiles that a Malibut flings at you and use your hammer on the larger ones.

Cheep Cheep J H

HP 40 / EXP 60

When you hurt a Cheep Cheep, it'll turn into a poisonous, spiky Puffy Cheep. Hit it again to change it back.

Starkiss J

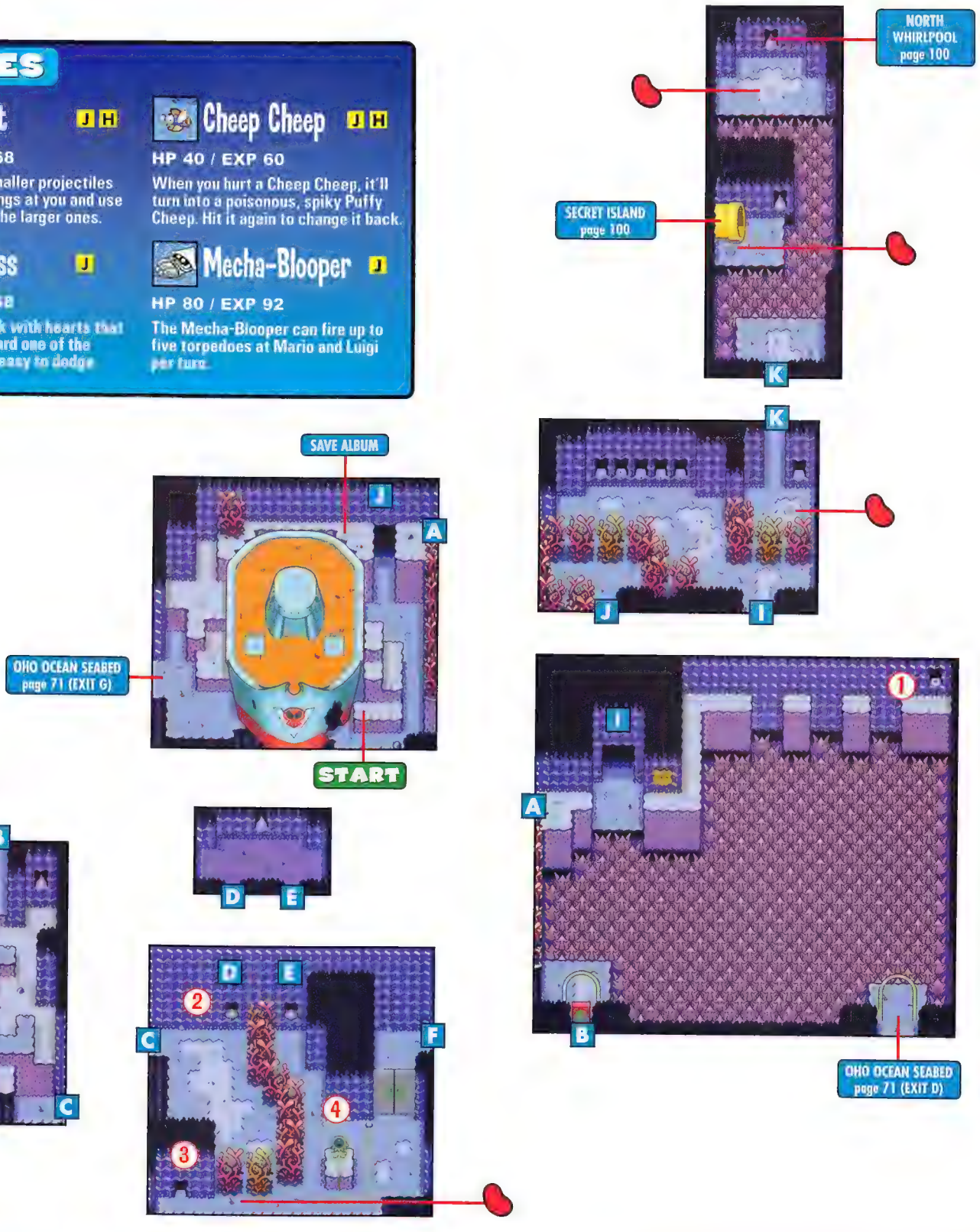
HP 30 / EXP 58

Starkisses attack with hearts that slowly float toward one of the brothers and are easy to dodge

Mecha-Blooper J

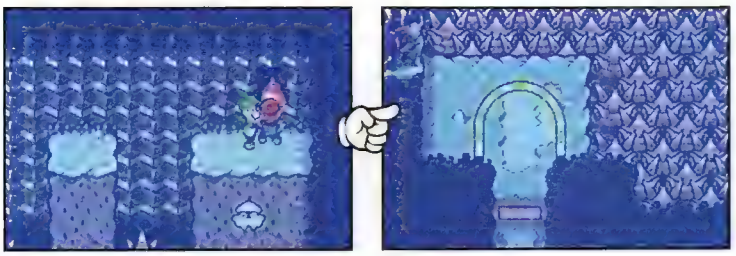
HP 80 / EXP 92

The Mecha-Blooper can fire up to five torpedoes at Mario and Luigi per turn.



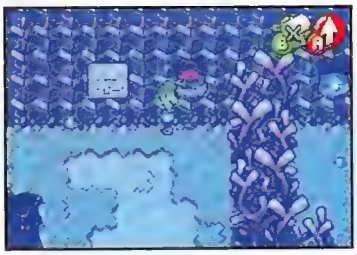
1 ABANDON SHIP

High-jump onto the ship's deck and swim through the exit marked A on the map. Continue east along the ledge in the next room, then use Mario's Firebrand on the fireplace to lower the gate in the southwest corner.



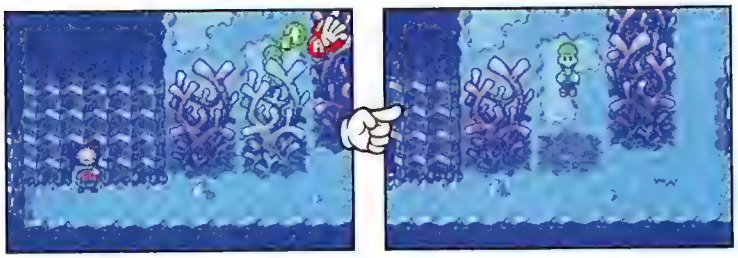
2 AROUND THE REEFS

Use Luigi's hammer to squash Mario in front of the hole at point 2. Have tiny Mario swim inside, then back through the hole on the right. There are no enemies in the area, so you don't have to worry about our little superstar becoming fish bait.



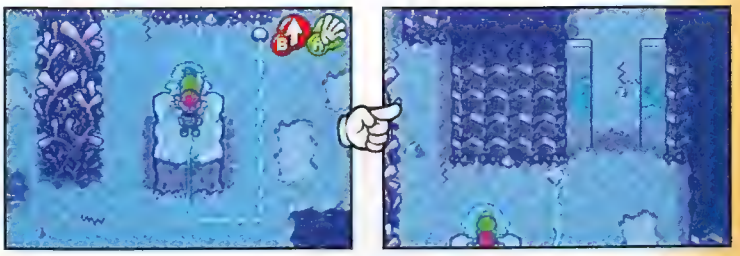
3 OPEN A PATH FOR LUIGI

Swim to the southwest corner of the room and ignite the fireplace with Mario's Firebrand. A piece of the reef will disappear, allowing you to rejoin Luigi. Once you do, pound him into the ground to grab the Woo Bean nearby.



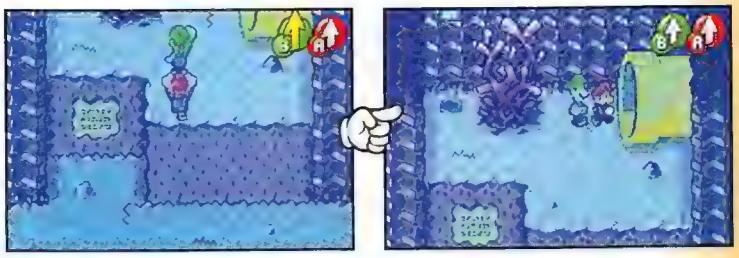
4 POWER THE GATE

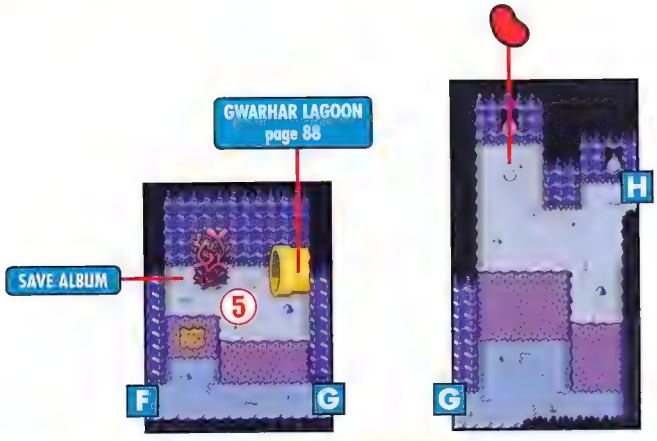
Use Luigi's Thunderhand on the jellyfish-esque electrical conductor in the same room to open the east gate. Thanks to another stellar display of teamwork, the brothers will finally be able to proceed to the next area.

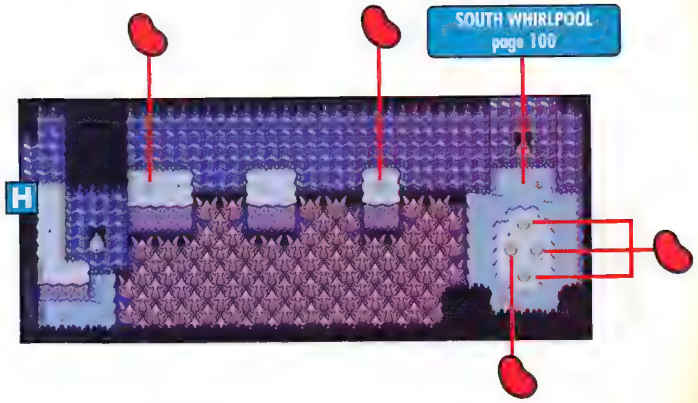


5 TO GWARHAR LAGOON

You can't reach the bean-filled area to the east yet, so high-jump onto the ledge and step inside the yellow warp pipe. When you climb to the top, you'll emerge in Gwarhar Lagoon, where you'll meet another pair of siblings.







Gwarhar Lagoon

Gwarhar Lagoon is at the southeast edge of the Beanbean Kingdom, far away from the castle.

ENEMIES

Boomerang Bro J

HP 60 / EXP 100

If a Boomerang Bro throws his boomerang low, you'll have to jump over it with both Mario and Luigi.

Puffer-Cheep

HP 50 / EXP 80

Puffer-Cheeps sail over your head when they attack, so don't jump. They're vulnerable to Hand Attacks.

Sharkbone J

HP 25 / EXP 120

The Sharkbone is extremely poisonous. Prepare to jump as soon as its head emerges from the sand.

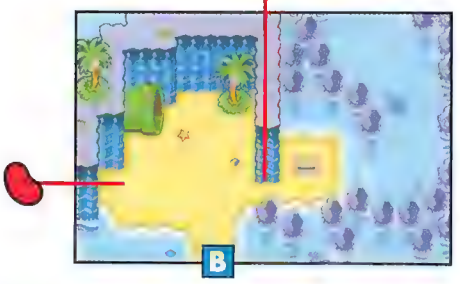
Elite Troopea J

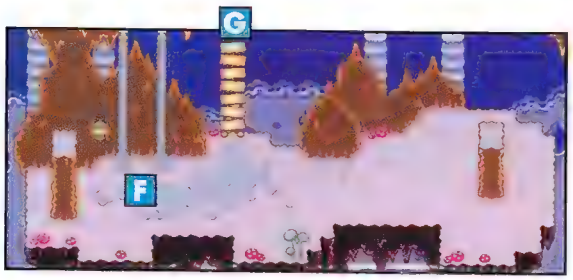
HP 40 / EXP 40

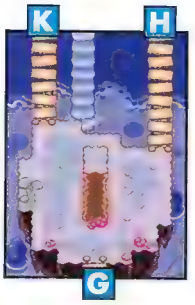
Elite Troopeas can heal and resurrect other enemies, so take them out first.

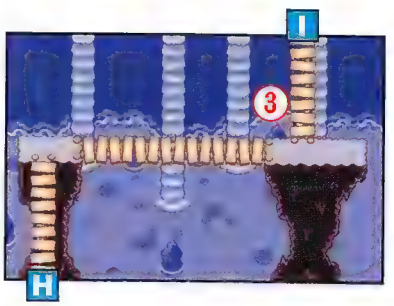
LATER

You won't be able to smash the black rock outside the warp pipe until the Hammerhead Bros. reforge your hammers again (see page 100).



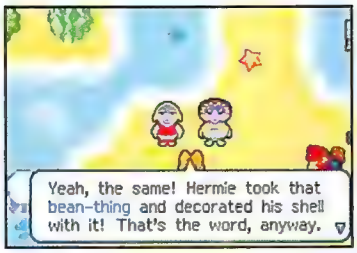






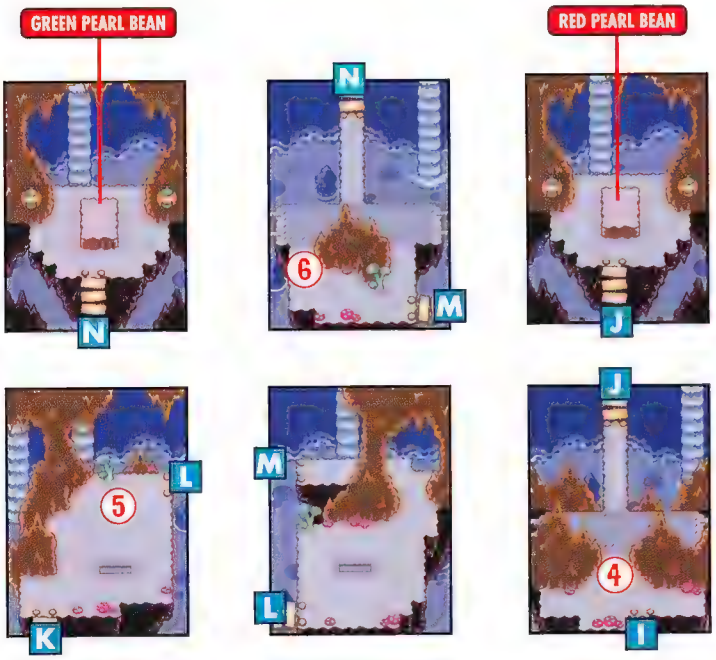
1 JUICY GOSSIP

Approach the exit labeled C on the map to trigger a cut scene in which you'll learn that someone named Hermie has found the Beanstar piece. Word on the beach is that this Hermie fellow looks just like a festive holiday tree.



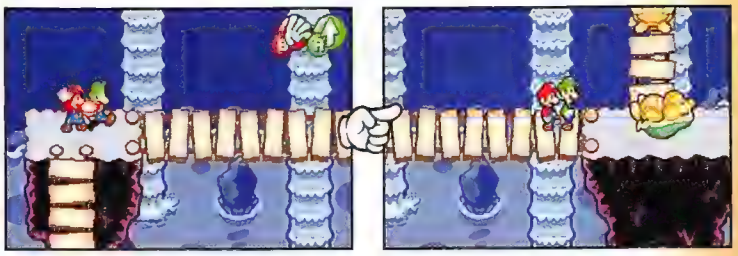
2 THE JELLYFISH SISTERS

Talk to the man at the counter in the Relaxation Room and purchase a massage for Mario and Luigi. The Jellyfish Sisters, Gigi and Merri, will teach you two new Bros. Actions involving your Hand Powers. In return, they'll ask you to retreive two Pearl Beans for them (evidently 200 coins wasn't payment enough).



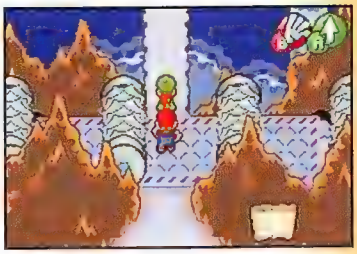
3 KNOCK 'EM DOWN

When you reach the huge turtle at point 3, walk back to the other end of the bridge and put Mario in the rear. Charge up his Firebrand by holding down the B Button, then release it to make him and Luigi dash across the bridge and knock over the turtle. (Booyah, giant tortoise! Booyah.)



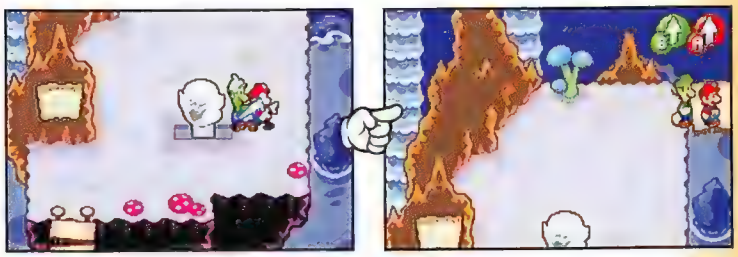
4 ROLLING-BAR DEFENSE SYSTEM

You'll have to dash again to get past the rolling bars at point 4. Walk to the edge of the bars and hold B to charge Mario's Firebrand. There's a slight delay before the brothers start sprinting, so release the button just before the bar in front of you passes.



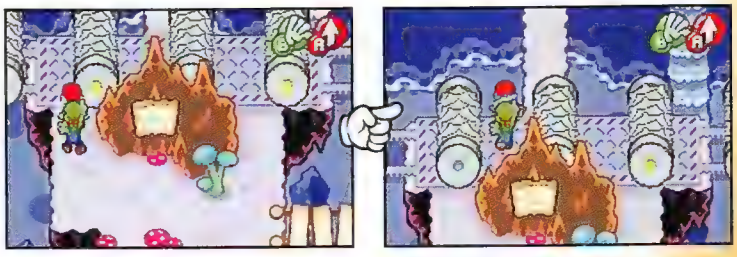
5 MOVE THE BOO STATUE

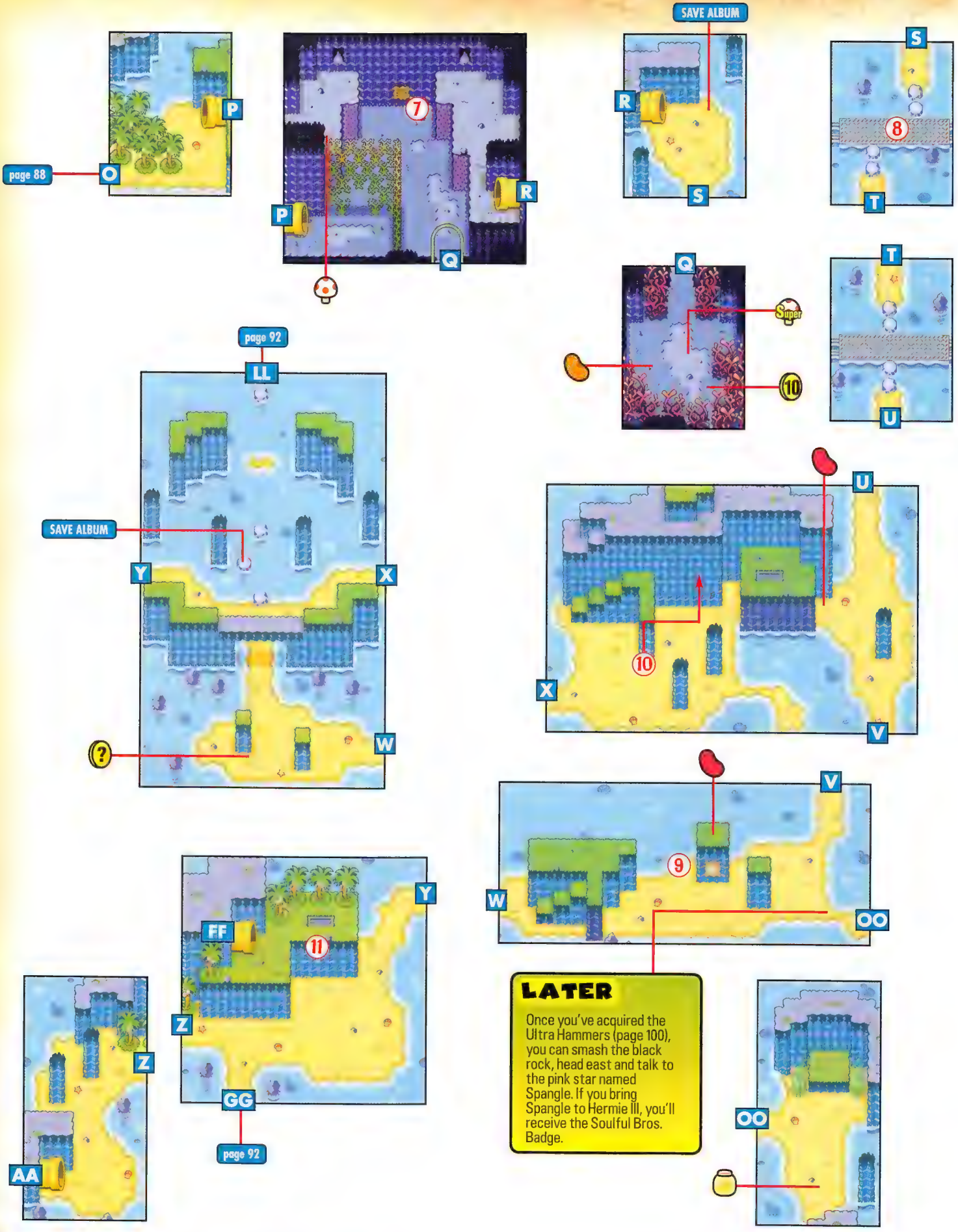
The Boo statue will vanish if you look at it, so stand to its right and face away from it. With Luigi in the rear, hold the B Button to charge his Thunderhand, then release it to enable the brothers to walk backward. Back into the statue and push it left to make a bridge appear. Do the same thing in the next room.



6 ROLLING-BAR DEFENSE SYSTEM #2

To get past the rolling bars at point 6, stand to the left of the bulletin board and charge Luigi's Thunderhand. Release the B Button as one of the bars rolls by, then step onto the steel platform and shuffle to your right until you reach the walkway to the north bridge.





LATER

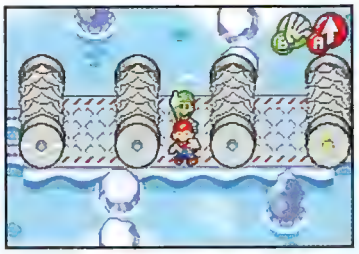
Once you've acquired the Ultra Hammers (page 100), you can smash the black rock, head east and talk to the pink star named Spangle. If you bring Spangle to Hermie III, you'll receive the Soulful Bros. Badge.

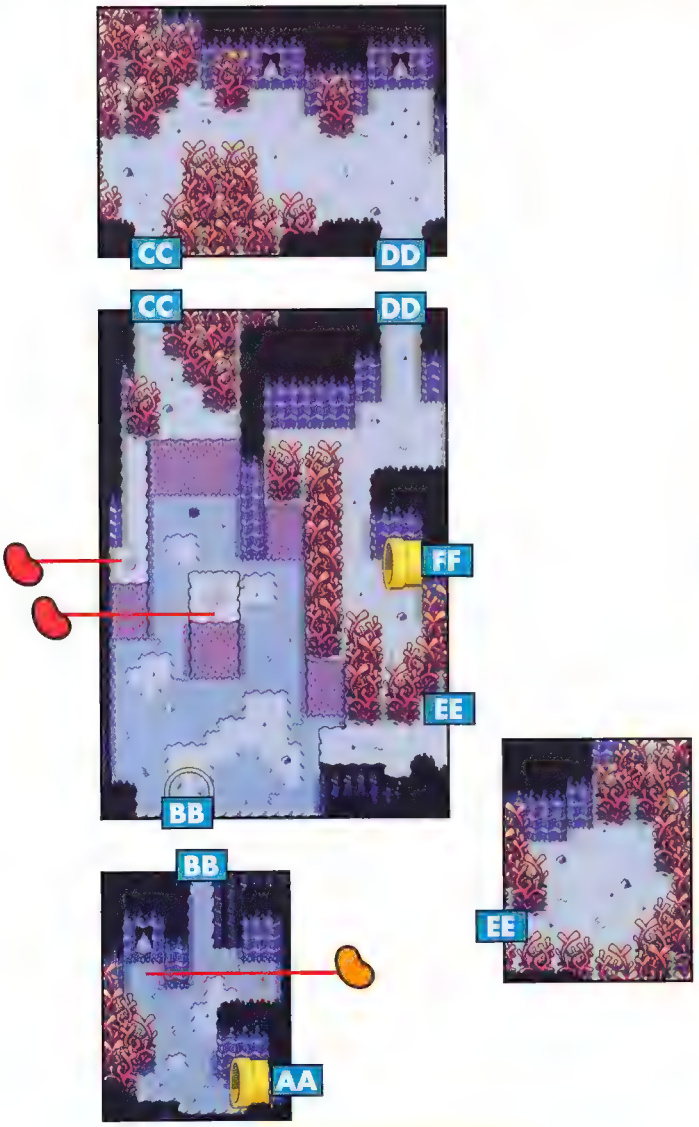
7 WATER SPOUT

After you've gathered both Pearl Beans for the Jellyfish Sisters, use your new dash technique to knock over the turtle on the beach and head through the yellow warp pipe to point 7. Perform a spin jump while standing on the water spout to reach the upper ledge.

8 KEEP ON ROLLING

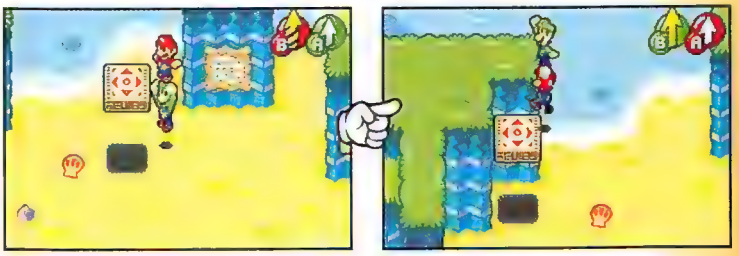
You'll come across two more Rolling-Bar Defense Systems on Gwarhar Lagoon's surface (we're not sure why a lagoon needs so much security). Use Luigi's Thunderhand to shuffle through the first, and Mario's Firebrand to dash past the second.





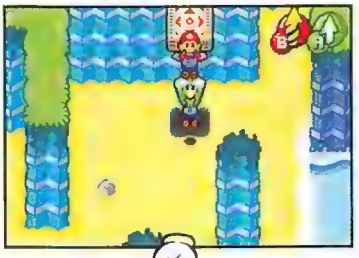
9 SPIN BLOCKS

You can move Spin Blocks such as the one at point 9 by spin-jumping into them. To grab the Chuckle Bean nearby, push the block against the ledge on the right, then high-jump onto it and spin-jump to the bean's ledge. When you're ready to move on, reset the Spin Block by leaving the area, then come back and push it toward the left ledge.

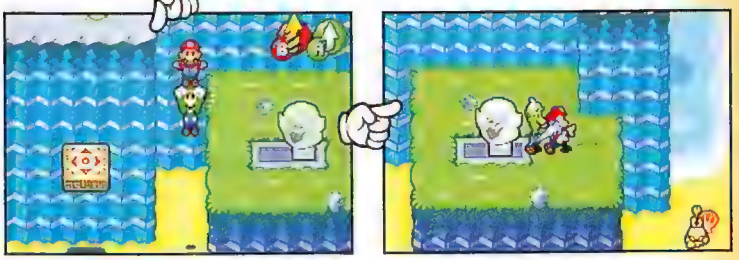


10 BRIDGE-BUILDING, PART 1

Push the Spin Block at point 10 as indicated on the map (north, then east then north again). Afterward, hop up the steps on the right side of the screen, spin-jump to the Spin Block, then spin-jump again onto the east ledge. Face away from the Boo statue there, move Luigi to the rear, and use his Thunderhand to push the statue left while walking backward. A bunch of stones will form a bridge on the previous screen, but they lead only halfway to the exit labeled LL on the map. Therefore, you'll have to head west for now.

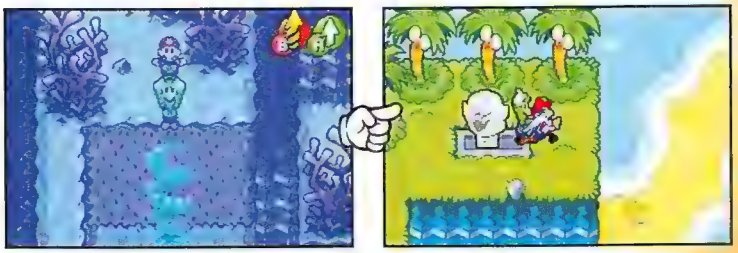


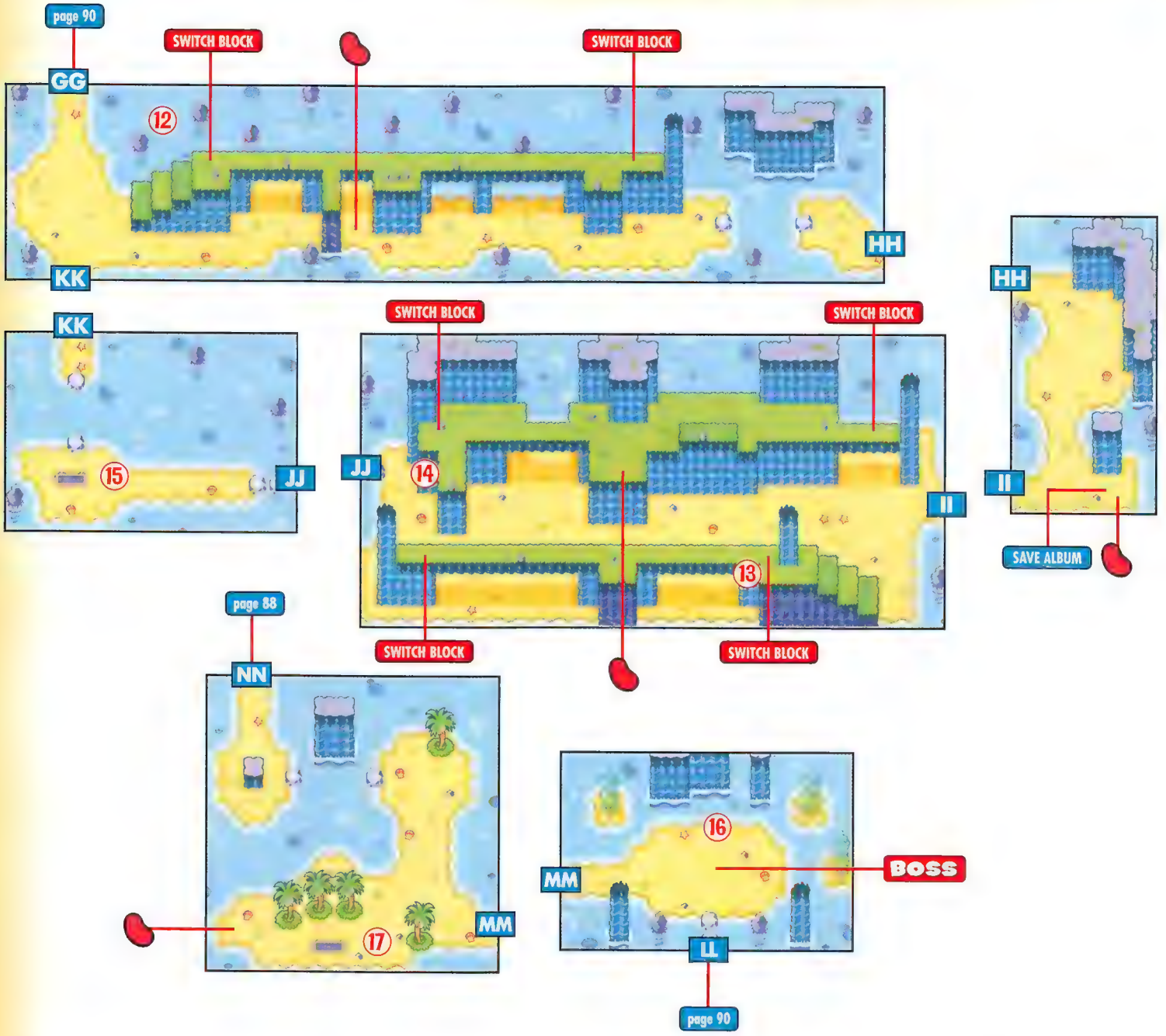
Notice that while Luigi is electrocuting his brother, he holds up his finger to indicate that he's number one.



11 BRIDGE-BUILDING, PART 2

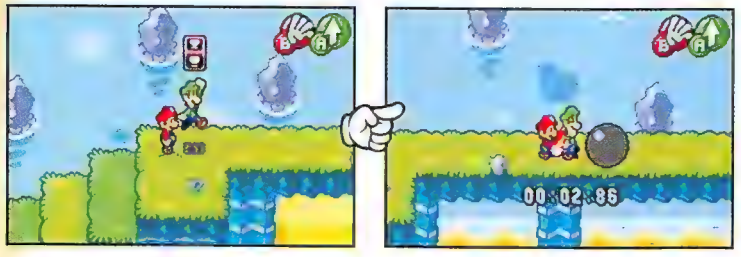
You can't reach the Boo statue atop the ledge at point 11 by high-jumping, so continue west and slide down the yellow warp pipe. Follow the map until you emerge next to the statue, then push the statue left to continue building that bridge.





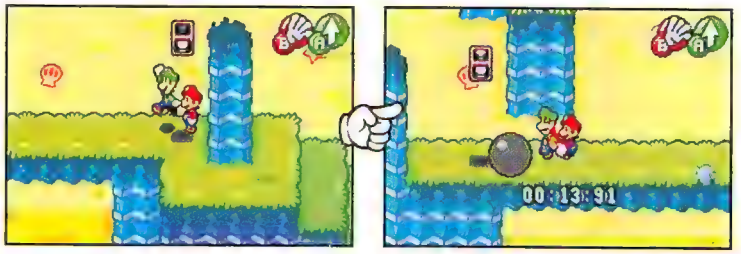
12 SEVEN-SECOND SPRINT

Drop from the ledge where you pushed the last Boo statue and head south. Jump up the steps in the next area and hit the Switch Block. You'll then have seven seconds to hit the Switch Block at the other end of the walkway. Use Mario's Firebrand to dash across.



13 SWITCH BLOCK COUNTDOWN

Once you hit the Switch Block at point 13, you'll have 18 seconds to hit the other three Switch Blocks in the area. Be sure to put Mario in the rear before you start. You'll need to light Luigi's pants on fire quickly to dash across the walkway so you can hit the Switch Block at the other end.



14 SWITCH BLOCK COUNTDOWN, CONT.

When you hit the second Switch Block, the third will appear on the north ledge at point 14. Press the L Button twice to select Mario's spin jump, then spin across and press L twice more to select his Firebrand again. After you hit the third Switch Block, quickly line up on top of the rock in the ground and ignite Luigi's trousers to start sprinting. To proceed west, you must hit the fourth block before time runs out. If time expires before you reach the fourth Switch Block, you'll have to try again from the first one. The best way to shave seconds off your time is to choose Mario's actions as quickly and efficiently as possible (i.e., don't press the L Button too many times).

BOSS HERMIE III

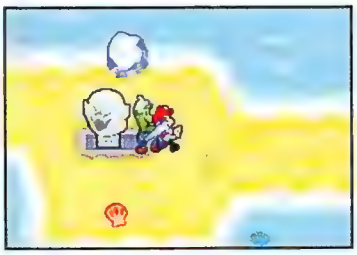
When you strike Hermie's head, he'll snap at the brothers with his pincers until you successfully stomp on one of them. His other attack consists of poisonous bubbles that he spits at Mario and Luigi. Luigi's Thunderhand deals critical damage to Hermie's pincers, but if you wound them he may disappear inside his shell and heal them (you can lure him back out with Mario's Firebrand).

If you've been purchasing decent badges and trousers, Hermie shouldn't present much of a challenge.

The crabby crustacean's poisonous bubbles float toward you pretty slowly. Pop 'em with your hammer.

15 BRIDGE-BUILDING, PART 3

You probably know the drill by now, but in case you don't, stand with your back facing the Boo statue, use Luigi's Thunderhand to walk backward and push the statue all the way to the left. Upon doing so, the bridge you've been building will finally be complete.

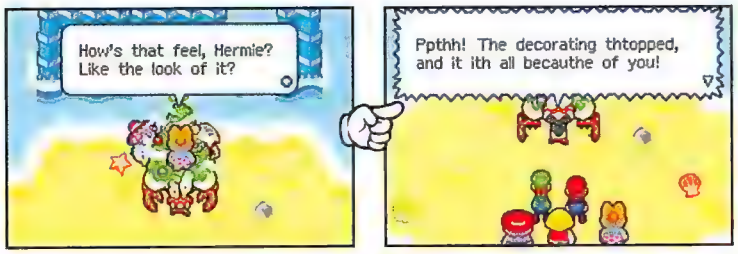


BEANSTAR PIECE

After you defeat him, Hermie will graciously give you the Beanstar piece. You must track down the other three to restore the Beanbean Kingdom's most prized possession.

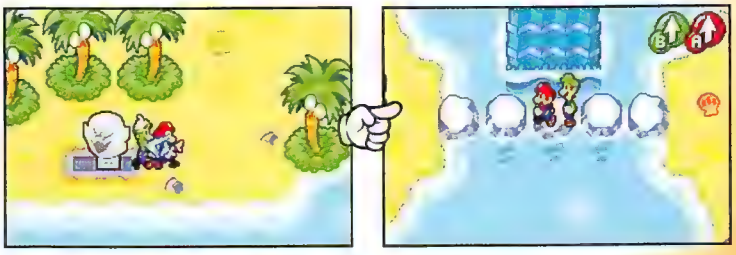
16 HOLIDAY CRAB

As it turns out, Hermie is a giant crustacean with a green, tree-shaped shell. The people of Gwarhar Lagoon are hanging various ornaments on his shell, including a piece of the Beanstar. When Mario's popularity interrupts the decorating, Hermie becomes quite irate.



17 LEAVE THE LAGOON

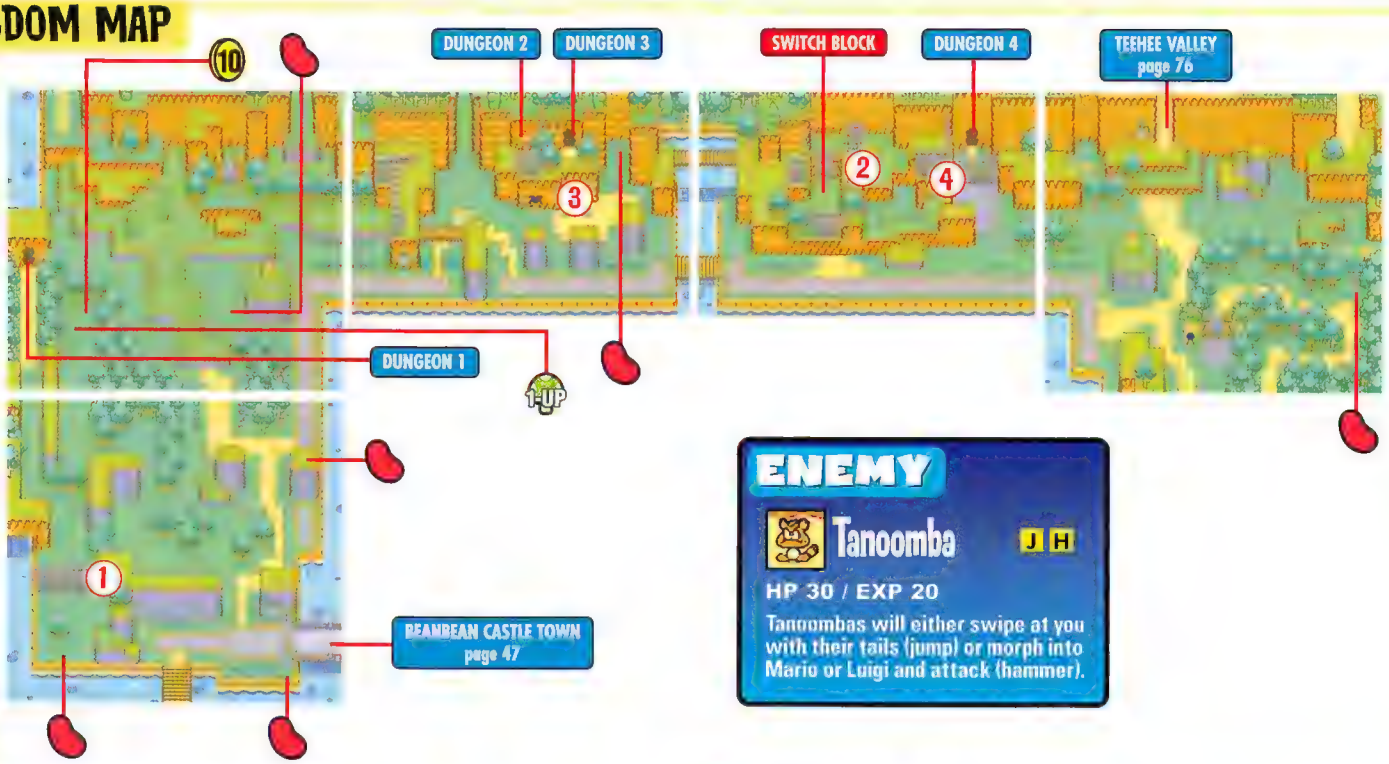
The brothers' admirers will point you toward a western shortcut. Use Luigi's Thunderhand to walk backward and push the Boo statue, then cross the bridge that appears and make your way back to Beanbean Castle Town (by conventional means or the lagoon's far-north warp pipe).



Bonus Dungeons

The dungeons on the next page are optional, but the mole at the end of each one will give you an item that's worth your while.

KINGDOM MAP



ENEMY

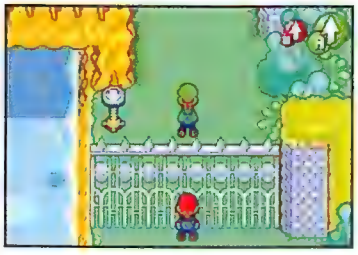
Tanoomba J H

HP 30 / EXP 20

Tanoombas will either swipe at you with their tails (jump) or morph into Mario or Luigi and attack (hammer).

1 ROUTE TO DUNGEON 1

Use Mario's hammer to pound Luigi into the ground in front of the gate just west of Beanbean Castle Town. Burrow underneath the gate with our jolly green hero, then jump out of the ground and continue north to the first bonus dungeon.

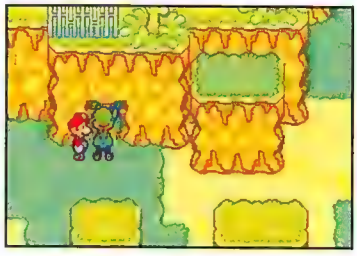


2 ROUTE TO DUNGEON 2

Walk around to the north side of the gate at point 2, then drive Luigi into the ground and have him burrow underneath it. To lower the gate, hit the Switch Block on the other side. After you rejoin Mario, high-jump onto the west ledge and walk across the bridge. On the next screen, spin-jump onto the platform pictured in the screenshot, then keep spin-jumping from platform to platform until you reach another bridge. Walk across, follow the fence north, then push the Boo statue and hammer the crack in the wall at the other end of the bridge that appears.

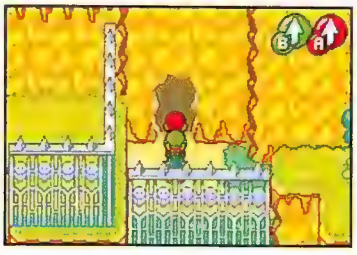
3 ROUTE TO DUNGEON 3

From the entrance to dungeon 2, drop back to the ground and use Luigi's Thunderhand to electrify the conductor in the side of the mountain. If you high-jump onto the platform that rises, you'll see the entrance to dungeon 3 right in front of you.



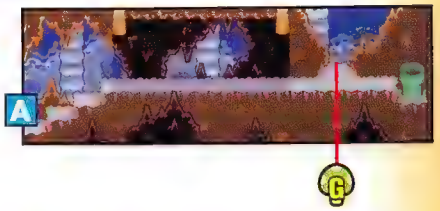
4 ROUTE TO DUNGEON 4

To get around the gate at point 4, walk east to the next screen then jump onto the ledge leading to Teehee Valley. From there, drop to your left and follow the hidden path back to the previous area.

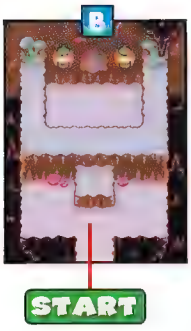


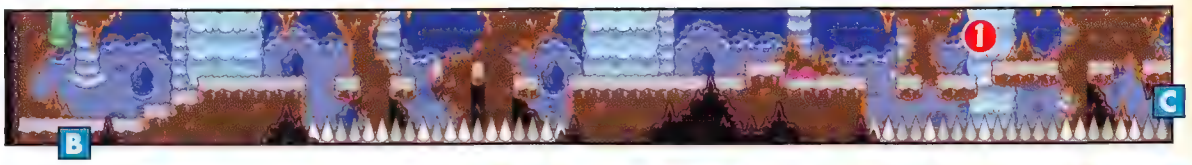
DUNGEON 1 (LUIGI ONLY)

Most of the bonus dungeons are inhabited by yellow spark creatures. If one of the creatures touches you, you'll have to start the dungeon over from the beginning. Most of the creatures are fairly easy to avoid, but we'll help you get past some of the trickier ones. At point 1, stand next to the little ledge that juts out from the ground and jump over it just as the spark is about to touch down on either side. The same strategy applies for the spark at point 2 (though the ledge is two levels high, so you'll have to jump twice).

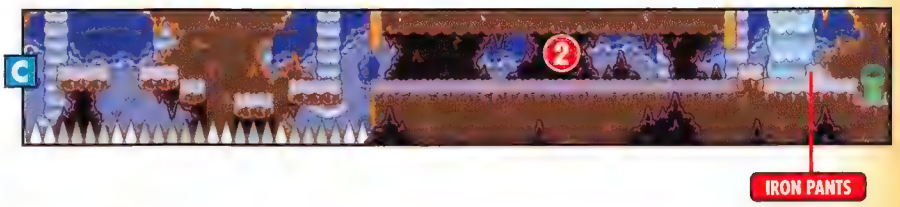


DUNGEON 2 (MARIO ONLY)

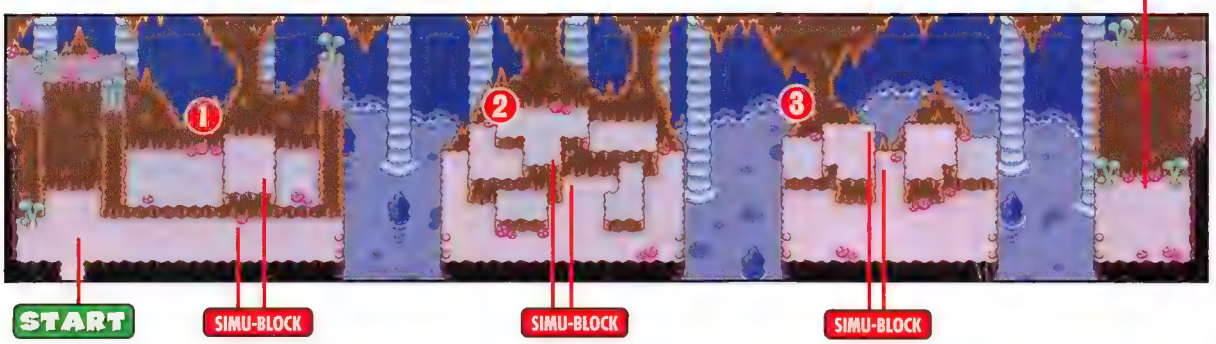




To enter dungeon 2, shrink Mario and jump through the hole. When you reach point 1, wait until the sparks are on the underside of the following platforms before you jump. At point 2, you'll encounter two bouncing sparks and one that slides back and forth along the ground.

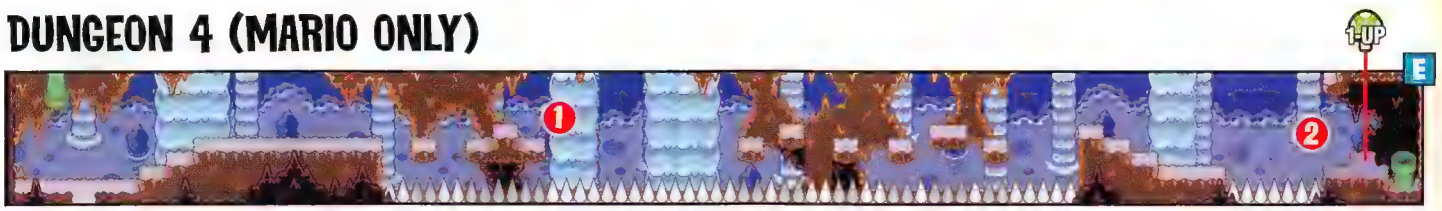


DUNGEON 3 (MARIO & LUIGI)



Instead of spark creatures in dungeon 3, you'll have to deal with Simu-Blocks. For the bridge to the next area to appear, both Simu-Blocks must be struck simultaneously. At point 1, have only one brother jump onto the ledge where the upper Simu-Block is located. Do the same at point 2, but approach the upper block from the east. At point 3, hop onto the east ledge with both brothers and jump across. Only the lead brother will make it to the west ledge, leaving the other to strike the Simu-Block below.

DUNGEON 4 (MARIO ONLY)



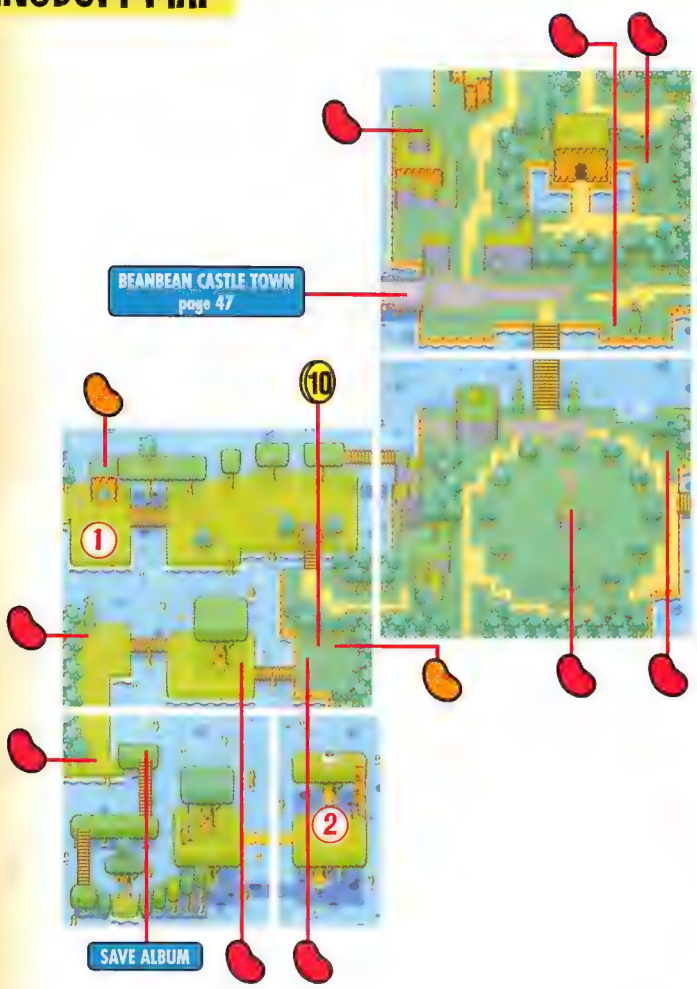
To get past sparks while you're riding the moving platform at point 1, stand at the back of the platform, then run forward and jump to land on the front of the platform. Once you've snagged the 1-Up Mushroom at point 2, take the Bike Pad to the upper level for another prize—the spectacular High-End Badge.

Collect the Beanstar Pieces

The remaining three pieces of the Beanstar are scattered throughout the kingdom. Their locations are marked on your in-game map.

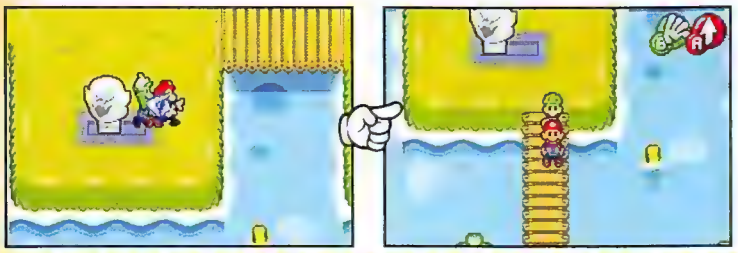
Second Beanstar Piece (South Beanbean)

Kingdom Map



1 South Beanbean

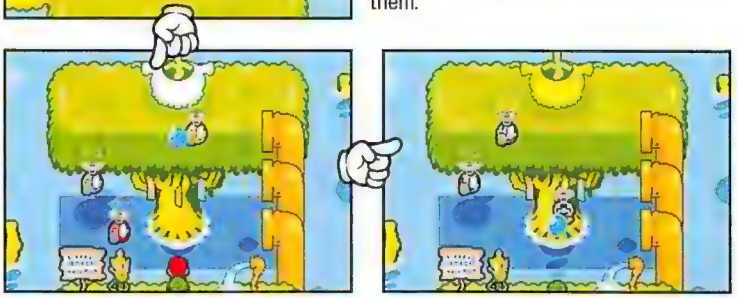
To collect the second pice of the Beanstar, start by following the kingdom map to point 1, then use Luigi's Thunderhand to back into the Boo statue. Walk across the bridge that appears and proceed to Harhall's studio at point 2.



2 Harhall's Studio

Fashion designer Harhall will give you a Beanstar piece if you agree to be his Splart Assistant. Your job will be to to drink from the nearby water pump, stand on the foot marks and spit water at the Designbombs that come out of the pipes to create new designs on the fabric atop the tree. The first step is to dye the fabric with one or more of the color Designbombs. The second is to give the shirt some style with one or more of the pattern Designbombs. You'll receive the Beanstar piece upon successful completion of all four of Harhall's requests (see below).

The Designbombs will freeze when you hit the B Button, so you don't have to anticipate their position when you spit at them.



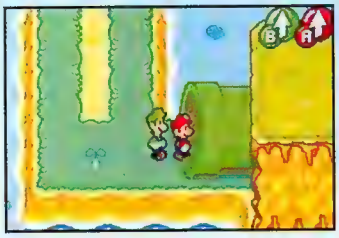
Harhall's Designs

Harhall's first request is for a red design with any pattern. Next he'll ask for a yellow checkered design. His third request is for purple polka-dots. To dye the fabric purple, you must hit the red and blue Designbombs simultaneously. Finally, you'll need to make a brown design with a star. Hit all three color Designbombs as they're coming out of the pipe, then hit two pattern Designbombs to create the star.

THIRD BEANSTAR PIECE (CHUCKLEHUCK WOODS)

WARP-PIPE SHORTCUT

The location of the third Beanstar piece is Chucklehuck Woods. There's a warp pipe west of Harhall's studio that you can use as a shortcut (see the map on page 26). Remember, though, that you can travel only to warp pipes that you've already stepped into at least once.

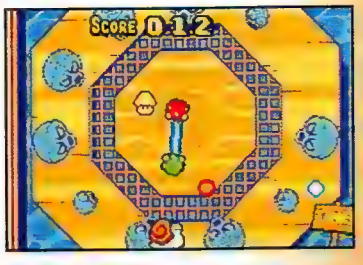


Rather than make the long journey to Chucklehuck Woods on foot, why not use a warp pipe?

When you emerge in Chucklehuck Woods, refer to the map on page 57 to make your way to the cavern.

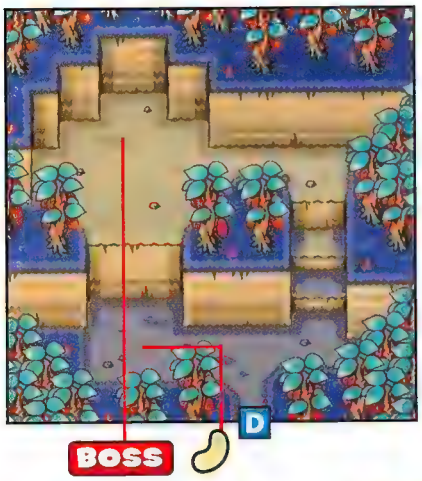
1 WINKLE COLOSSEUM

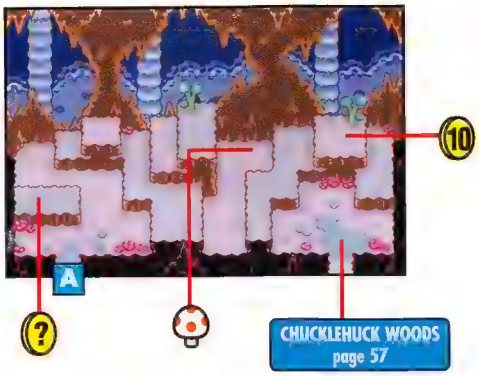
Talk to the snail at the counter in Winkle Colosseum and pay the 500-coin entrance fee. Enter the arena and ask the host for an explanation of how to play Chuck-ola Bounce. If you can score more than 20 points before time runs out, you'll win a Winkle Card.

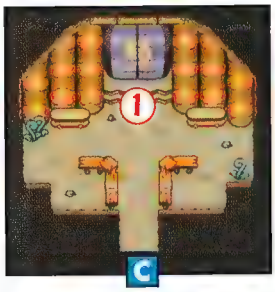


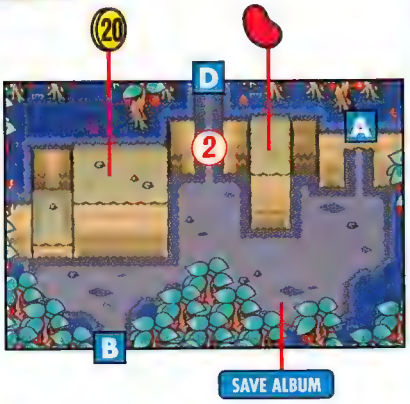
2 WINKLES ACKNOWLEDGE YOU

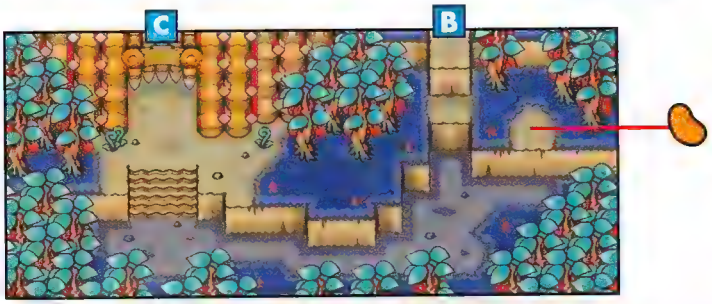
With the Winkle Card in your possession, the guard at point 2 will allow you to pass. Proceed north for a showdown with your old friend, Popple.











BOSS POPPLE

When Popple shuffles his feet while facing you, he'll either try to steal an item or just hit you for damage. If he shuffles his feet while facing away from you, however, he'll try to snag one of the brothers' hammers instead, and start hitting them with it. He'll also grab his bag and throw stuff at you on occasion. Grab the goodies (coins and Mushrooms) and avoid the bad stuff (poisonous mushrooms and bombs).

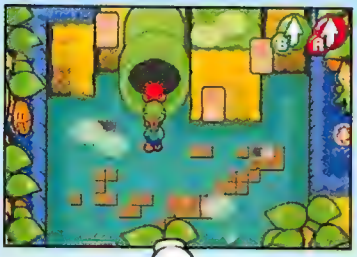
Hammer-stealing Popple can be quite the pain in the rear, so hit him with Luigi's Thunder Bros. Attack to lower his DEF.

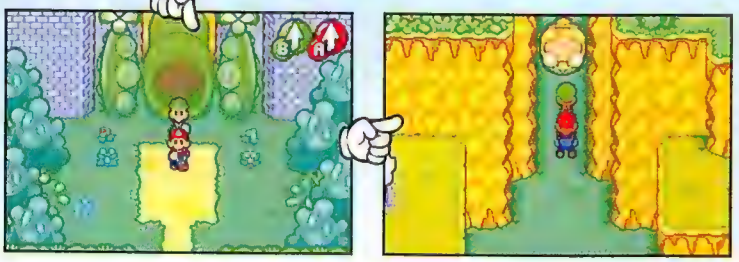
With his DEF weakened, hit Popple with your other Bros. Attacks to defeat him as quickly as possible and claim the Beanstar piece.

FOURTH BEANSTAR PIECE (YOSHI THEATER)

WARP-PIPE SHORTCUT

Once you've acquired the third piece of the Beanstar from Popple, return to the warp pipe in Chucklehuck Woods and warp to Castle Area (North) via pipe 2. When you emerge from the pipe, head east and knock down the giant turtle blocking your path to Yoshi Theater (see the map on page 26).

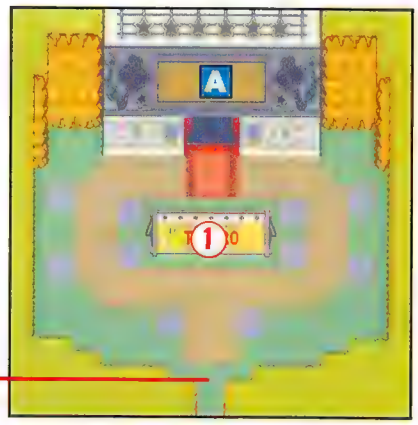




Mario could probably use the exercise, but it's so much easier to reach your destination with the handy-dandy warp pipes in the Beanbean Kingdom.

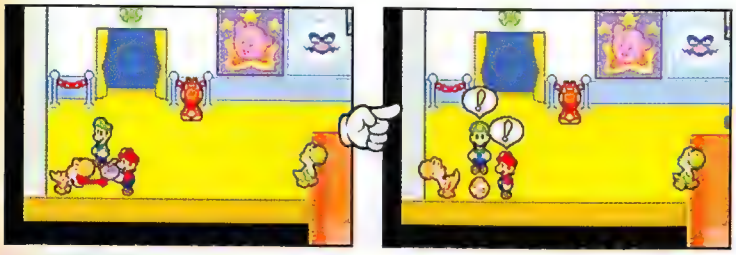
1 TALK TO BODDLE

Boddle, the man standing in front of the sign, is the president of the Yoshi fan club. He'll offer to give you the final piece of the Beanstar if you can bring him seven different-colored Neon Eggs with which to decorate his sign.



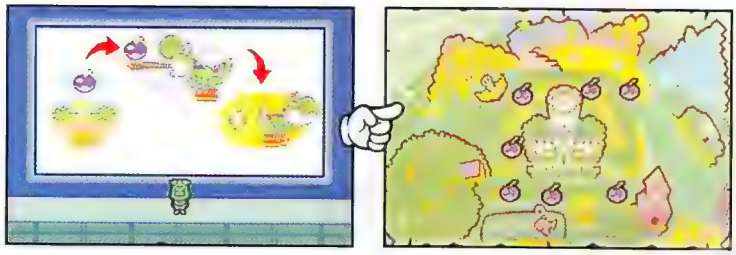
2 FEED THE YOSHIS

Each of the hungry-looking Yoshis inside the theater will lay a Neon Egg if you feed it a Bean Fruit. You may have picked up a few such fruits on your journey already, so give them to the hungry Yoshis and collect as many eggs as you can.



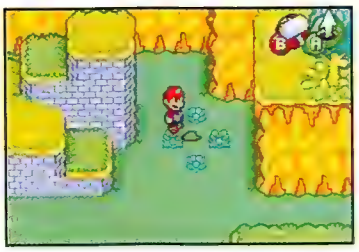
3 THE NEON-EGG FIEND

When you run out of Bean Fruits, talk to the man sitting at the front of the theater. He'll tell you how to find more fruits and mark their general locations on your kingdom map. We've pinpointed each fruit on the following page.

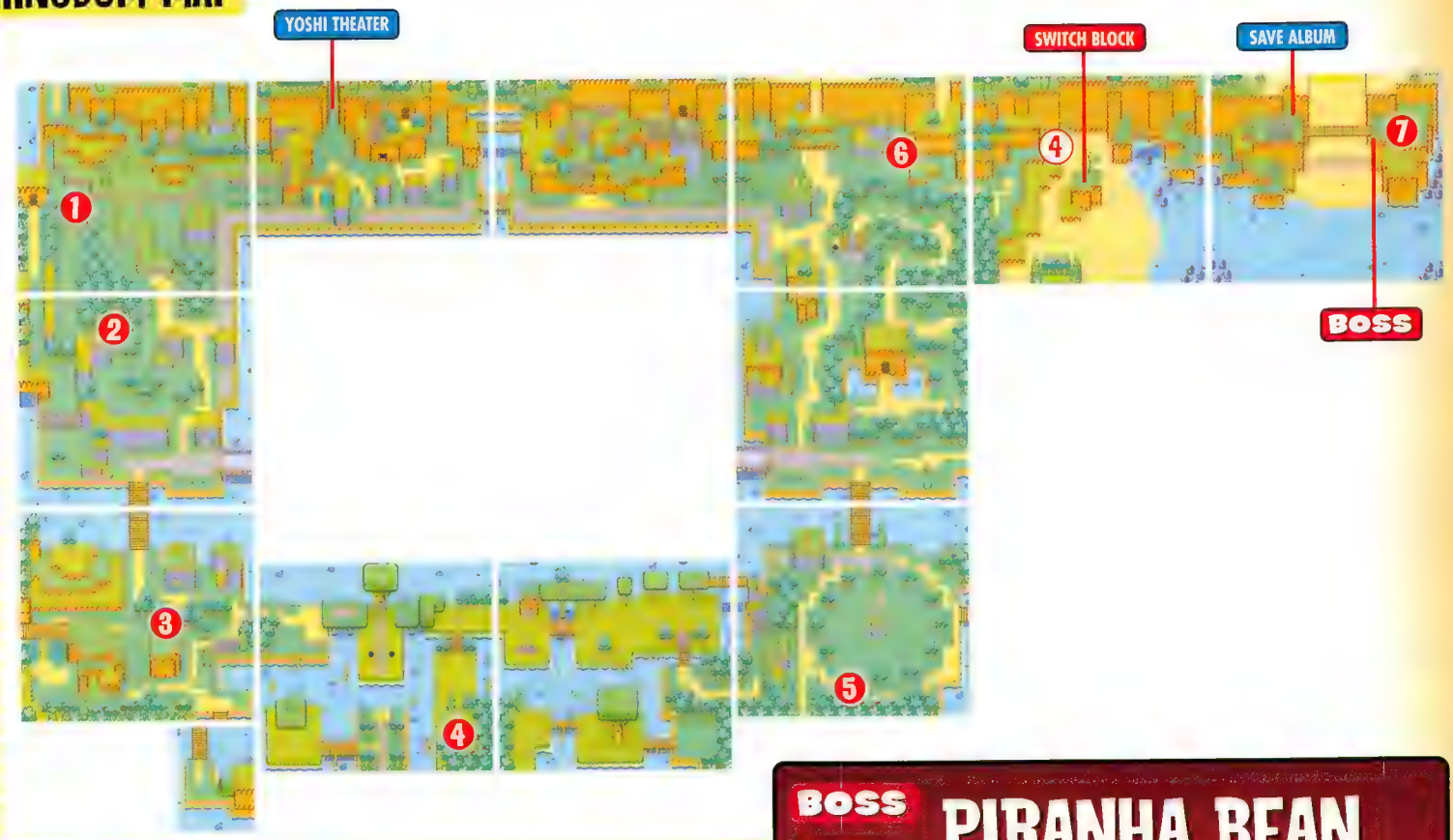


BEAN FRUITS

Each Bean Fruit is buried beneath a pattern of flowers such as the one pictured in the screenshot. To dig it up, simply pound Luigi into the ground with Mario's hammer and have Luigi jump out. You'll find a fruit at each of the numbered red markers on the map below. You'll need to smash some rocks to reach the fruits at points 2 and 4, and spin-jump to reach the one at point 3. Getting to the fruit at point 7 is considerably move involved—see tip 4.

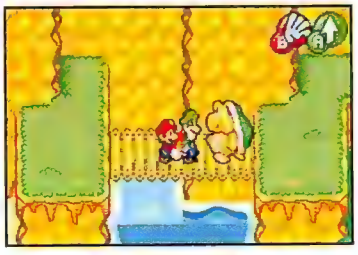


KINGDOM MAP



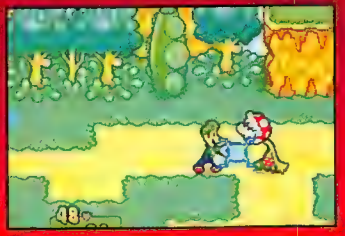
4 HARD-TO-REACH FRUIT

Hit the Switch Block called out on the map and spin-jump onto the platform that appears. From there, spin-jump onto the ledge to your right and knock over the giant turtle at the end of the bridge. On the next screen, burrow under the gate with Luigi and have him continue east across another bridge. To obtain the last Bean Fruit, you'll have to defeat the Piranha Bean on the other side.



BOSS PIRANHA BEAN

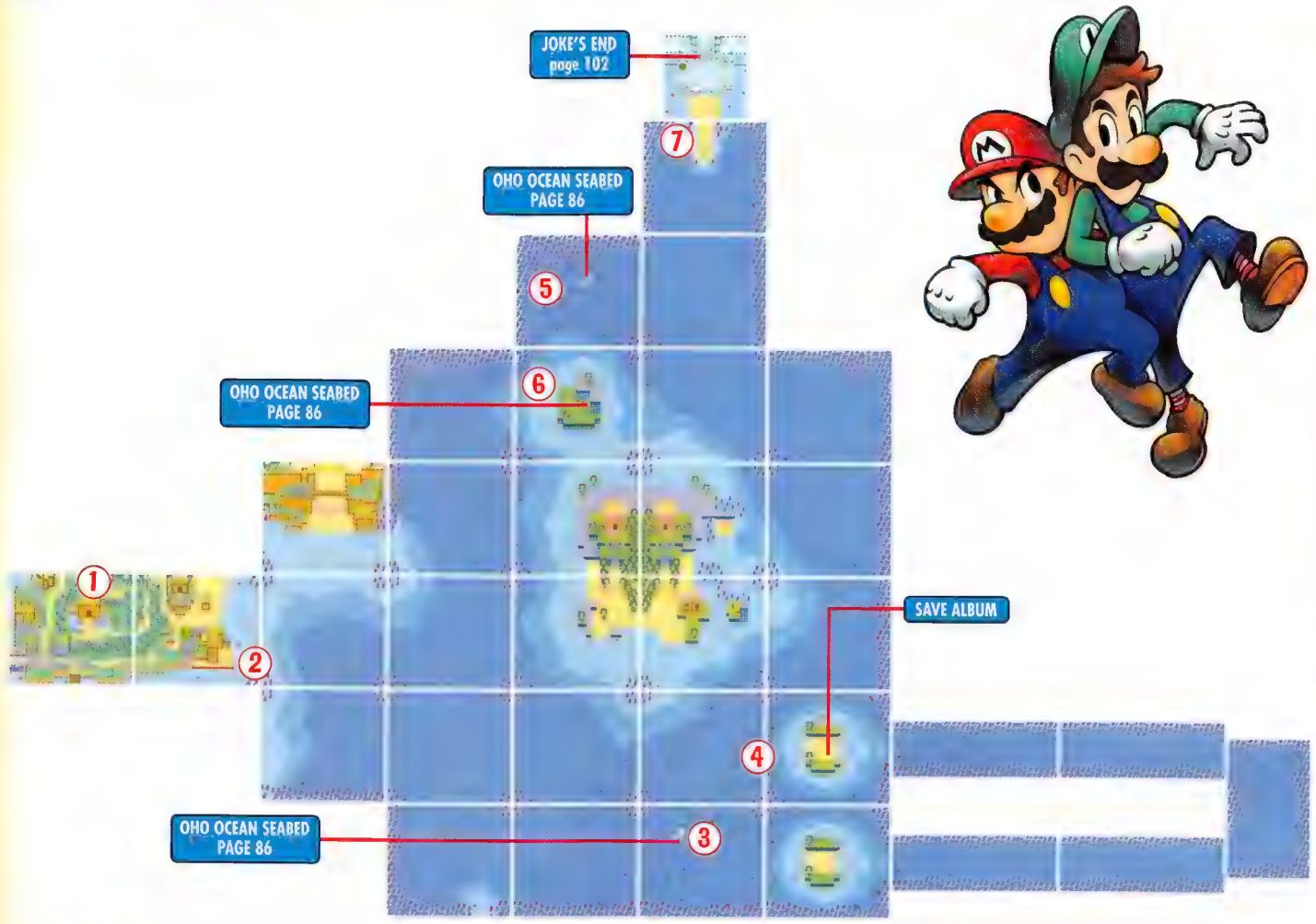
Though Luigi's on his own in the battle, the Piranha Bean shouldn't present much of a challenge. Jump over the projectiles that it bounces toward you, and strike back with your Hand Attack. Upon defeating the boss, you'll free a tiny Prince Peasley. When prompted, hit him with your hammer to restore him to full size. As a token of his appreciation, he'll give you the final Bean Fruit.



Joke's End

After you return the Beanstar to Queen Bean, you'll have to learn how to surf to reach Joke's End at the edge of the ocean. For the locations of the coin blocks on the water's surface, see pages 121-122.

KINGDOM MAP

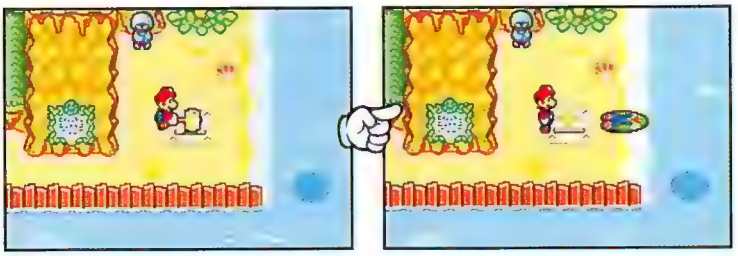


1 ULTRA HAMMERS

Before you head to the beach, stop by the Hammerhead Bros.' cave. The brilliant blacksmiths will offer once again to upgrade your hammers, free of charge. You can try out the new Ultra Hammers by smashing the black rock in front of the bridge to the far right.

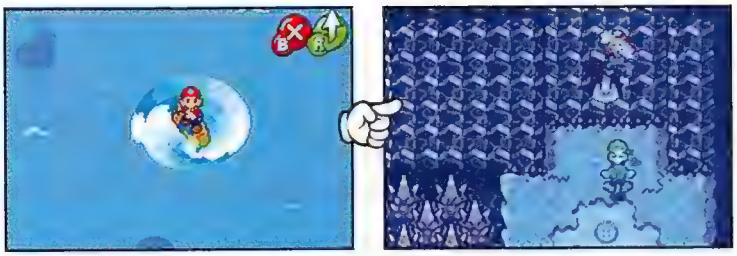
2 SURF'S UP

Smash the black rock just below the yellow warp pipe on the beach. Stand on the slot nearby with Luigi in front, then hit him with Mario's hammer. Poor Luigi will be flattened, allowing Mario to use him as a surfboard. Steer with the Control Pad and press A to jump.



3 WHIRLPOOL

If you get sucked in to the whirlpool at point 3, you'll end up in the previously inaccessible area of the Oho Ocean Seabed that's full of Chuckle Beans (see page 87). To get back on the water's surface, climb up the yellow warp pipe at point 6 on page 71 and turn Luigi back into a human surfboard.

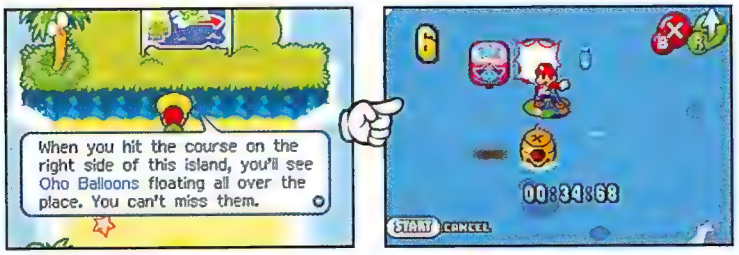


Once you come in contact with the whirlpool, there's no escape. If you have no interest in Chuckle Beans, stay away.

For the locations of the Chuckle Beans on the seabed, refer to page 87. The yellow warp pipe that leads back to the beach is west of the *S.S. Chuckola*.

4 SURFING MINIGAME

Talk to the little guy on the island at point 4 to play the surfing minigame. It's entirely optional, but if you can pop all 23 Oho Balloons and reach the far island in under a minute, you'll win one of the prizes listed on the chart below. You'll find a map of the course, complete with the locations of every balloon and bomb barrel, on page 123.

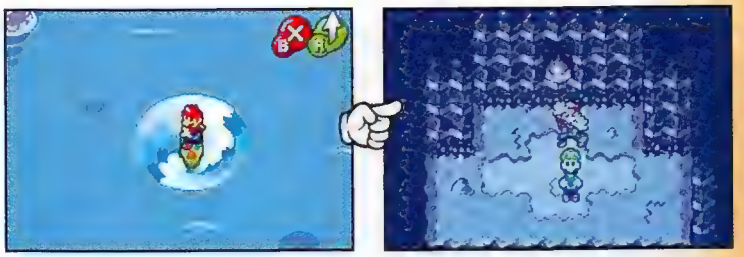


TIME	PRIZE
Over 1 minute	Nothing
51 - 59 seconds	Woo Bean
46 - 50 seconds	Hoo Bean
41 - 45 seconds	Chuckle Bean
39 - 40 seconds	Hoo Bean and Chuckle Bean
Under 38 seconds	Casual Coral*/ Woo, Hoo and Chuckle Beans

*Received only after the first time you finish in under 38 seconds

5 ANOTHER WHIRLPOOL

The whirlpool at point 5 leads to the other, less bean-filled (and previously inaccessible) area of the Oho Ocean Seabed. You will find two Chuckle Beans down there, however, as well as a yellow warp pipe that will take you to the secret island at point 6.



6 SECRET ISLAND

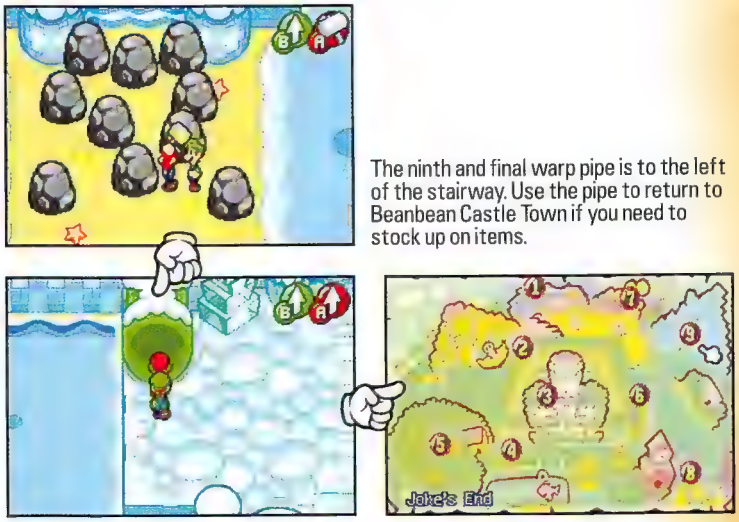
Climb up the yellow warp pipe in the Oho Ocean Seabed (see page 86) and talk to the mole on the island above. Like the rest of his kind, the mole will give you an item for finding him; in this case a 1-Up Mushroom. Afterward, head back down to the seafloor and take the yellow warp pipe west of the *S.S. Chuckola* to return to the beach.

The yellow warp pipe next to the bulletin board leads to an island inhabited by a single mole. Why not pay him a visit?

Despite the solitude of his tiny island, the mole seems perfectly happy. When you talk to him, he'll cheerfully give you a 1-Up Mushroom.

7 BEGINNING OF THE END

When you've had your fill of water sports, surf to the north edge of the ocean and hop onto the narrow strip of beach at point 7. Smash the black rocks to the north with your Ultra Hammer and proceed up the stairs to the icy crypt known as Joke's End.



The ninth and final warp pipe is to the left of the stairway. Use the pipe to return to Beanbean Castle Town if you need to stock up on items.

JOKE'S END–FIRST AREA

SECOND AREA page 104

ENEMIES

Ice Snifit — J H

HP 60 / EXP 68

If you're facing multiple Ice Snifits, they'll fire snowballs at both Mario and Luigi *almost* simultaneously.

Scaratroopea — J

HP 70 / EXP 48

Scaratroopeas attack the same way as Paratroopeas, only they move a little faster.

Glurp — J H

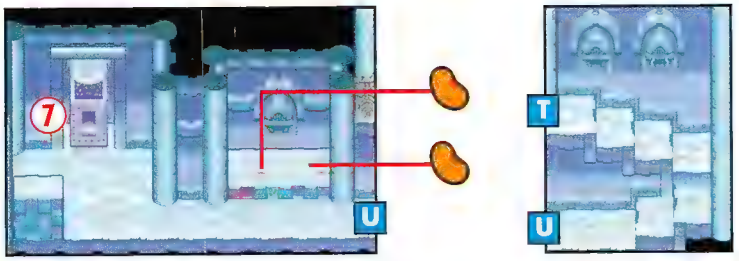
HP 50 / EXP 70

Glurps are practically invulnerable to physical attacks, so use your hand powers against them.

Clumph — J

HP 200 / EXP 100

Jump over the Clumph's shockwave attack with both brothers. It's slower if the Clumph charges up first.

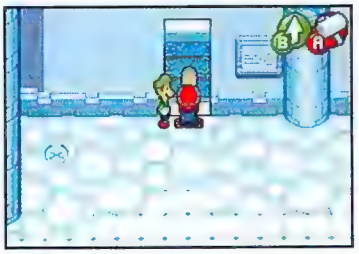


1 A GIFT OF PEPPERS

To reach the mole at point 1, you have to spin-jump into the moving whirlwind and lead it along like you did with the one on Hoohoo Mountain (see page 44). As a reward for reaching him, the mole will give you a Red Pepper and a Green Pepper. We wish moles in the real world were as generous (and wore the same cool shades) as the ones in the game.

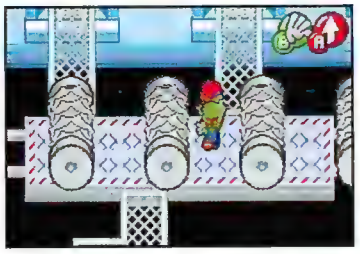
2 BREAK DOWN THE DOOR

Although that it's cracked, you'll have to hit the door at point 2 with your hammer three times to break it. Before you proceed through the door, stop inside the room to the left to pick up some coins, a Super Mushroom and some Super Syrup.



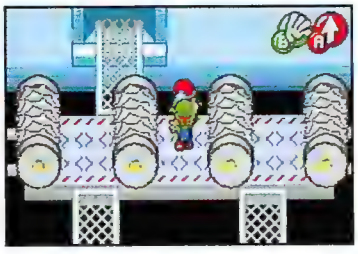
3 SHUFFLE TO THE RIGHT

Position Luigi in the rear and use his Thunderhand power to electrocute Mario at point 3. Shuffle through the Rolling-Bar Defense System to the walkway on your right (the bars are rolling in that direction, so you can't reach the walkway on your left).



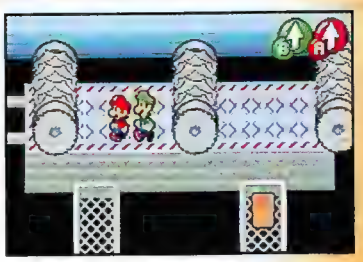
4 SHUFFLE TO THE LEFT

The Rolling-Bar Defense System in the following room is moving in the opposite direction, so you'll need to use that left walkway when you wish to go back. For now, shuffle past the bars and proceed through the north exit.



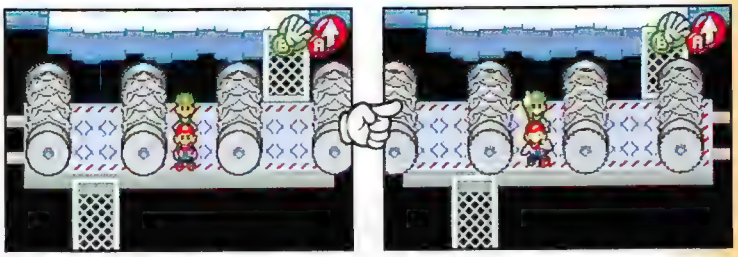
5 NO ELECTROCUTION REQUIRED

Hit the Switch Block in the next room to open the door labeled Q on the map. Afterward, jump onto the Rolling-Bar Defense System just as the bar in front of you passes, then quickly run left and jump onto the adjacent walkway.



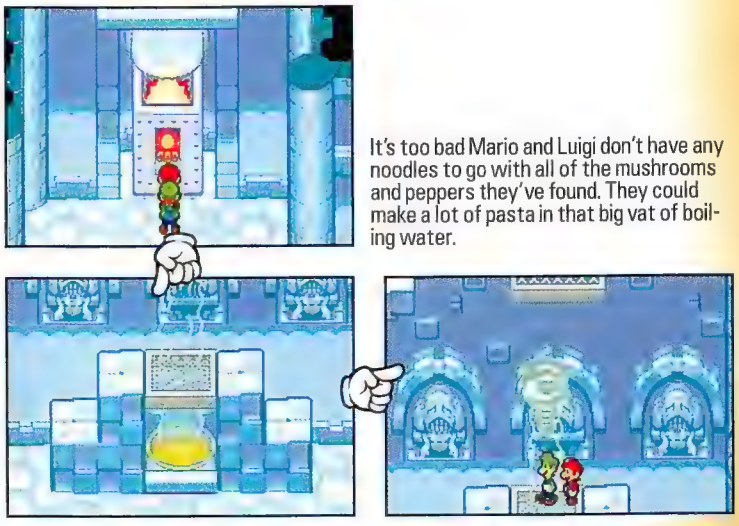
6 STOP AND GO

The bars at point 6 will stop for a moment after every complete rotation. Take that opportunity to recharge Luigi's Thunderhand so you're ready to electrocute Mario and resume shuffling when the bars start rolling again. In the next room, you'll find a cornucopia of goodies—your reward for getting past the final Rolling-Bar Defense System.



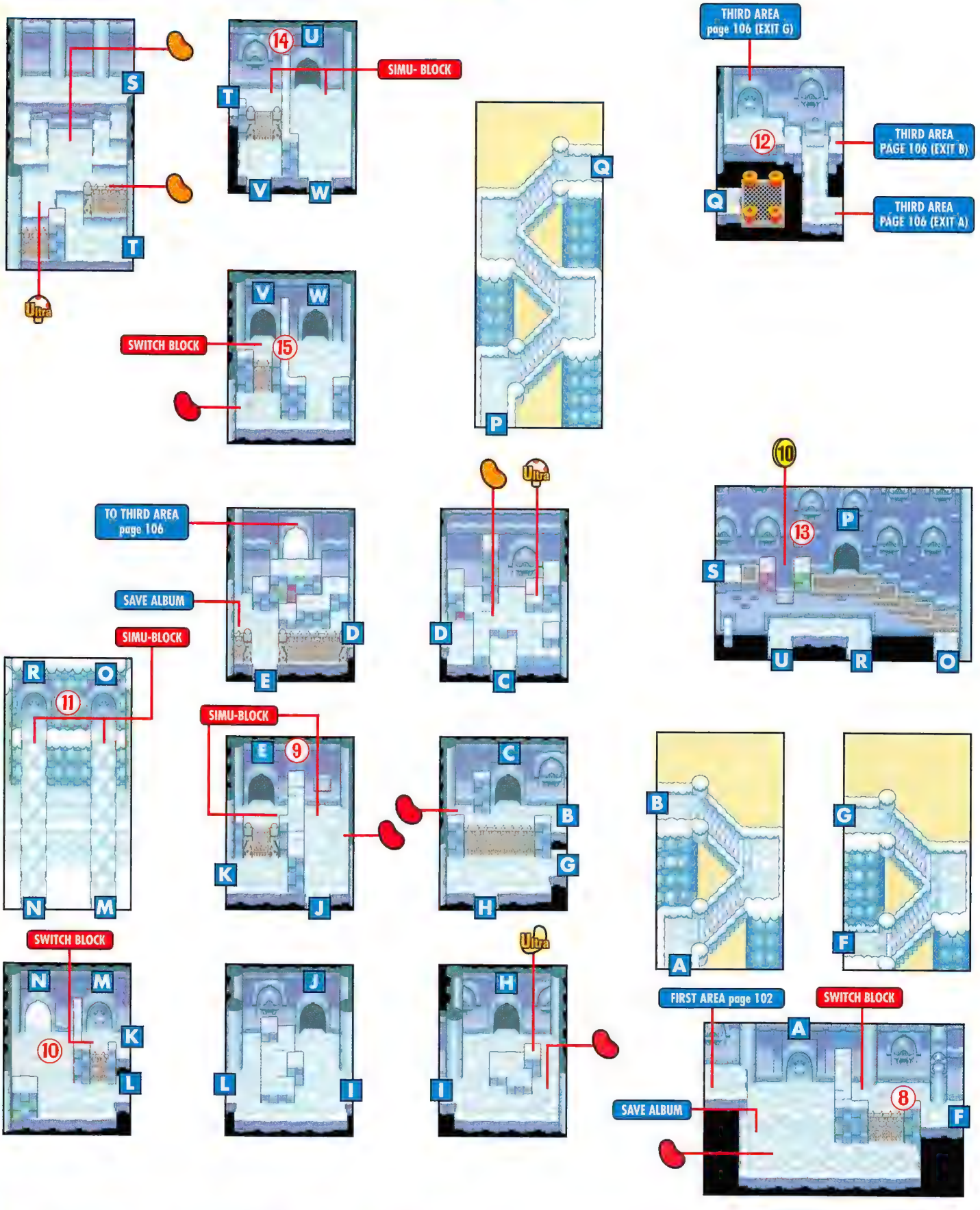
7 THINGS ARE GETTING STEAMY

Use Mario's Firebrand to light the stove at the bottom of the stairs. The water in the room overhead will boil, producing whisps of steam through the steel grating. Return to that room and spin-jump into the steam to create a whirlwind that drifts to the platform above. Make your way up there, spin-jump into the whirlwind, then propel yourself onto the right ledge to advance to the second area. Things are only going to get more difficult, so be sure to save your game in the first room there.



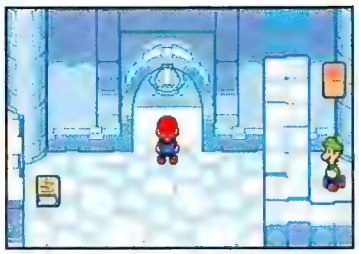
It's too bad Mario and Luigi don't have any noodles to go with all of the mushrooms and peppers they've found. They could make a lot of pasta in that big vat of boiling water.

JOKE'S END-SECOND AREA



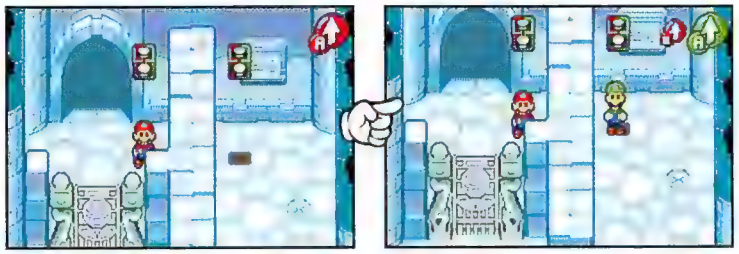
8 MARIO AND LUIGI SPLIT UP

Pound Luigi into the ground with Mario's hammer and have him burrow underneath the gate in the first room. Hit the Switch Block on the other side to open the north door, then press Start to take control of Mario.



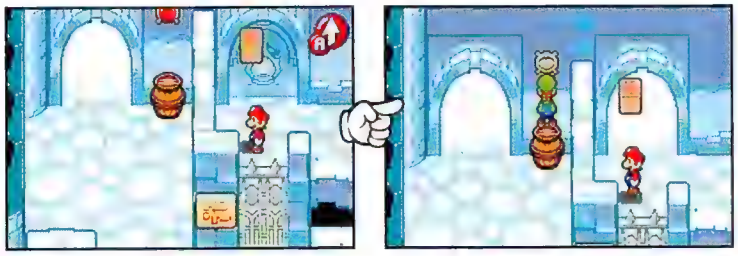
9 DIVIDED BY A WALL

Lead Mario to the Simu-Block at point 9, then press Start again to revert to control of Luigi. Walk to the Simu-Block on the other side of the wall from where Mario's standing and press the A and B Buttons to hit both blocks simultaneously. The gate in front of Mario will lower, so switch back to him.



10 MARIO GIVES LUIGI A BOOST

Hit the Switch Block in the next room with Mario, then take control of Luigi again and have him jump on top of the barrel that drops. Hit the red button with Luigi's hammer to open the door north of Mario, then lead both brothers to the Simu-Blocks at the end of the walkways in the next room.



11 JOJORA'S BLOCK CHALLENGE

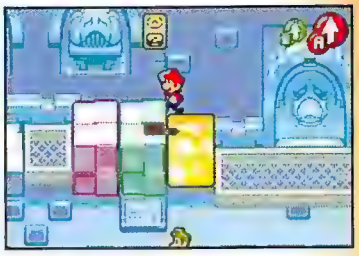
Once you strike the Simu-Blocks simultaneously, Jojora will appear and challenge you to hit 30 blocks in 25 seconds or less. If you're successful, the mysterious guardian will open both doors in front of you. The blocks move at varying speeds, so watch to see which one will pass by first.

12 LIGHT THE CANDLES

Lead Mario up the steps through the next two rooms, then light all four candles in the following room with his Firebrand. Doing so will shift the right-hand block back at point 13 to the left. Return there with Mario and stand on the yellow block that was exposed.

13 LUIGI GIVES MARIO A BOOST

Move Luigi underneath the yellow block that Mario's standing on, then switch back to Mario. If you press the B Button, Luigi will hit the yellow block, bumping it up and allowing you to jump onto the green block with Mario. Now that's some fancy teamwork!

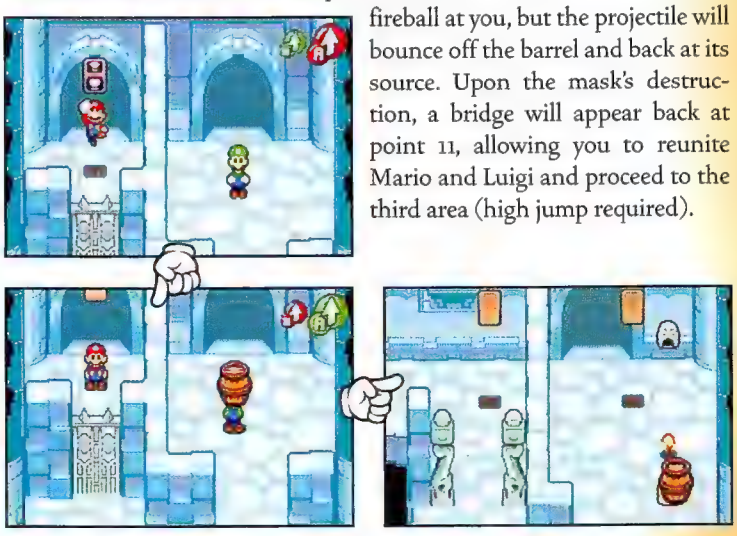


14 TOUGH ROAD/EASY ROAD

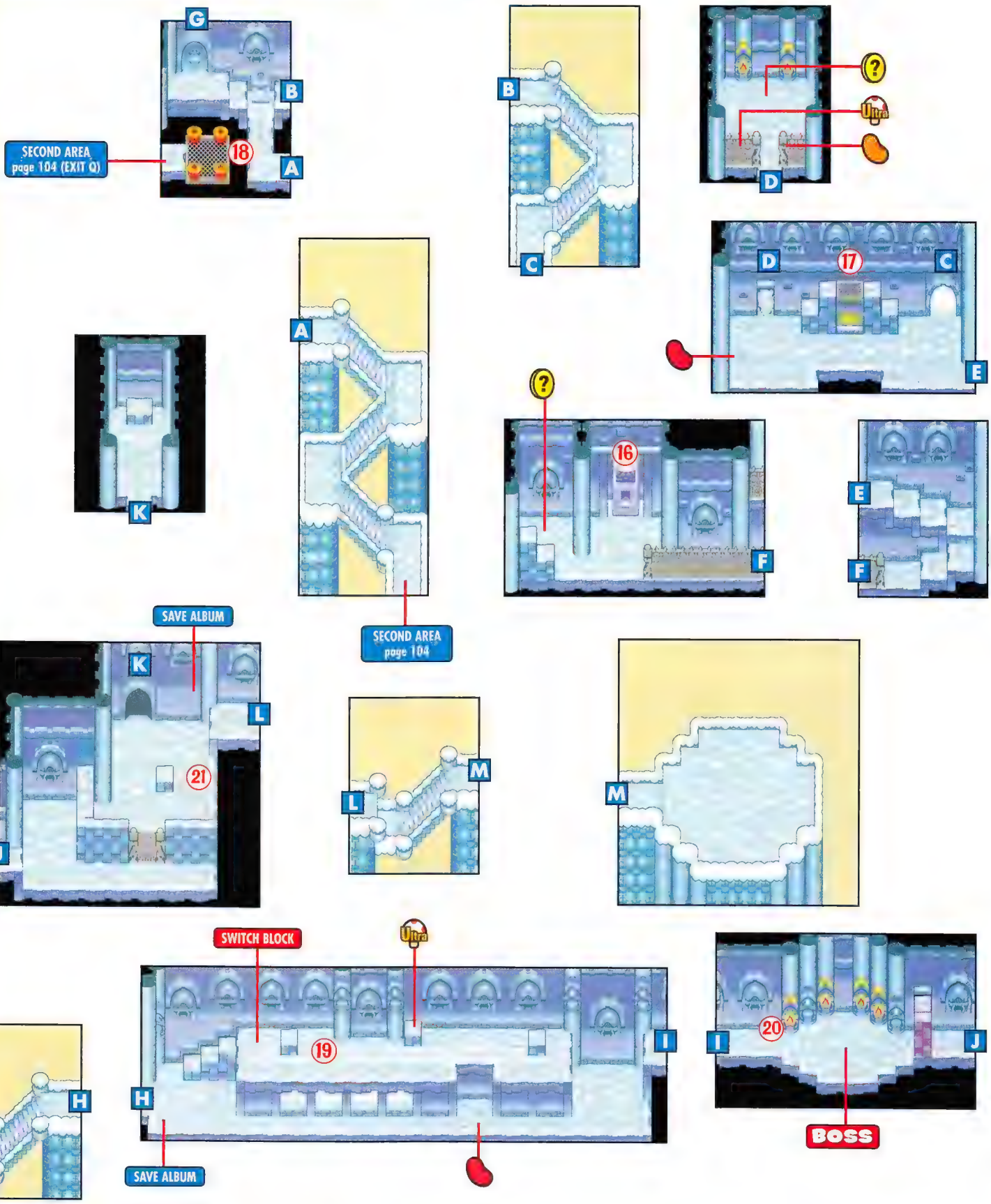
Lead both brothers to the Simu-Blocks at point 14 (be careful with Mario—his road is riddled with enemies). When you hit both blocks simultaneously, the gate in front of Mario will lower. Afterward, move him and Luigi into the next room.

15 DROP A BARREL ON LUIGI

Hit the Switch Block with Mario, then immediately take control of Luigi and stand on the shadow that appears. If the barrel that drops misses Luigi, have him leave the room, then come back and try again. Once you've got Luigi inside a barrel, lead him back to the previous room and stand on the brown-and-white panel. The mask on the wall will shoot a fireball at you, but the projectile will bounce off the barrel and back at its source. Upon the mask's destruction, a bridge will appear back at point 11, allowing you to reunite Mario and Luigi and proceed to the third area (high jump required).

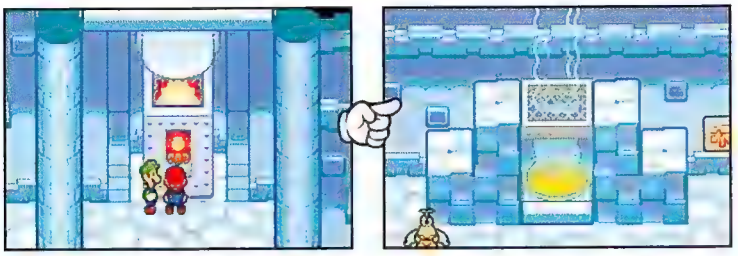


JOKE'S END–THIRD AREA



16 AS SIMPLE AS BOILING WATER

Head to the stove at point 16 and fire it up with Mario's Hand Power. Make your way back to the room where the water's boiling and use your hammer to smash through the door labeled D on the map. In the room beyond, you'll find some coins, a Hoo Bean and best of all, an Ultra Mushroom.

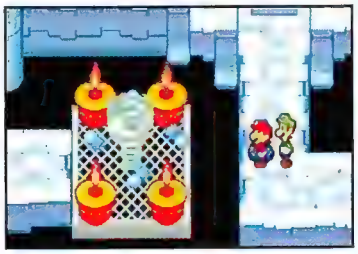


17 COOK UP A WHIRLWIND

Spin-jump into the steam emanating from the vat of boiling water to produce a whirlwind. The steam will lift the whirlwind to the room above, where it'll end up between the four candles that you lit with Mario earlier.

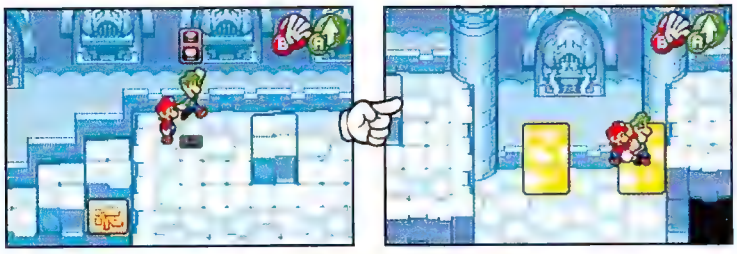
18 PUT OUT THE CANDLES

Head back upstairs and have Mario drink from the water fountain, then bop him in the head with Luigi's hammer to spit water at the whirlwind. The resulting splash will extinguish all four candles, opening the north door. What Mario does, he can also undo.



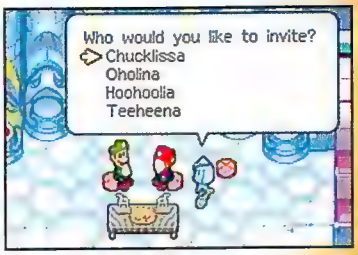
19 DASH ACROSS THE BRIDGE

Before you do anything in the hallway at point 19, grab the Ultra Mushroom and save your game. Once that's done, move Mario to the rear and hit the Switch Block at the top of the steps. You'll have a limited amount of time to make it to the bridge that appears, so stand just below the nearby block of ice and use Mario's Firebrand to sprint across.



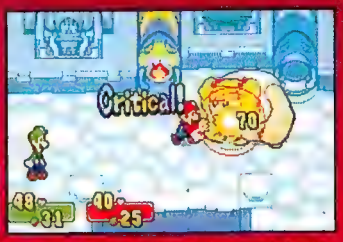
20 TEA PARTY

In the next room, Jojora will invite you to relax and ask who you'd like to have join you. It doesn't matter which name you choose; all four of Jojora's friends are identical. Unfortunately, our heroes aren't allowed to rest for long.

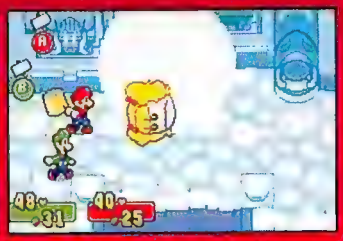


BOSS JOJORA & FRIEND

To win the battle, you have to defeat Jojora's friend only. She's vulnerable to Mario's Firebrand when her hair is yellow, and Luigi's Thunderbrand when it's red (the wrong hand attack will heal her). Before she rolls into a giant snowball, she'll wink to indicate who she's attacking. If she walks up to one of the brothers instead, she'll try to grab him and plant a poisonous kiss.



If you successfully counterattack Jojora and knock away his wand, he'll leave the battle for a while, allowing you to focus on his friend.



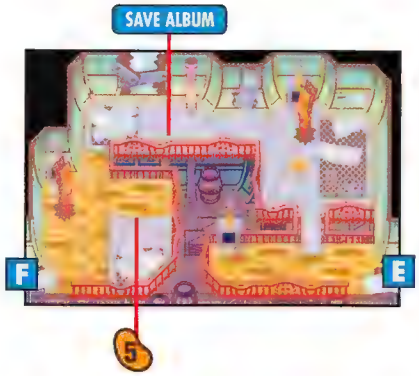
Jump on the friend's arm when she tries to grab you, and pull back your hammer when she rolls onto the screen as a giant snowball.

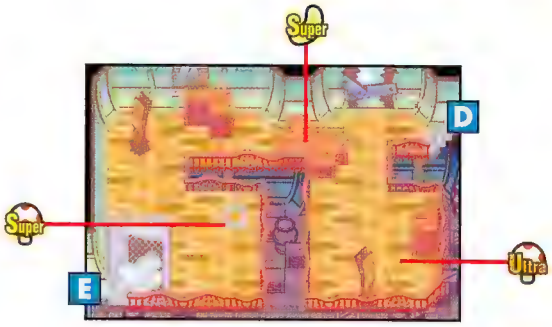
21 FAWFUL OUTSMARTS THE BROS.

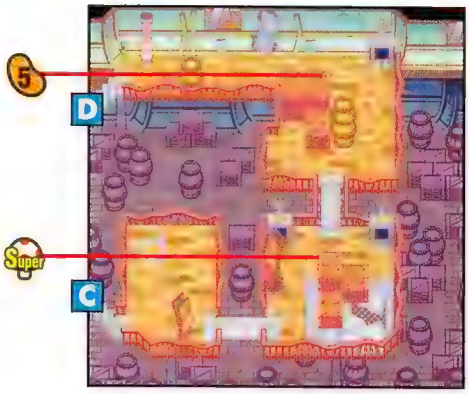
After you defeat Jojora and friend, ignite the two unlit torches to move the east barrier. In the next room, burrow under the gate with Luigi and approach Fawful to trigger a cut scene. Afterward, go through the north door and hammer the red button, then rejoin Mario and continue east.

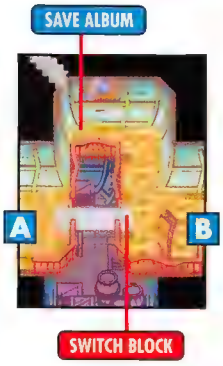
Koopa Cruiser

In what might be the most bizarre cut scene in video game history, Luigi is kidnapped and taken aboard the Koopa Cruiser.



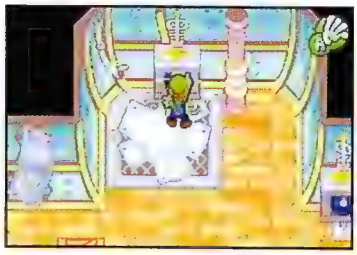






2 Hoo Bean Extravaganza

There's a number of electrical conductors scattered throughout the Koopa Cruiser. If you use Luigi's Thunderhand to power up all three conductors in a room, a ? Block containing five Hoo Beans will appear (see map callouts).

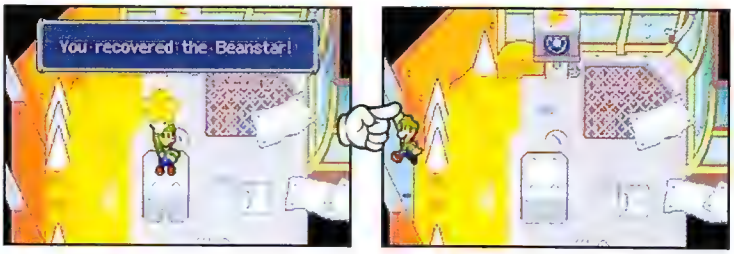


1 Princess Luigi?

At the end of the cut scene with Bowletta and Fawful, press the A Button when prompted to drop a stack of crates between Luigi and his captors. You'll then be free to explore the ship, where you'll find quite a few goodies.

3 Luigi Makes His Escape

Electrify the conductor at point 3 to deactivate the barrier that surrounds the Beanstar. Afterward, the increasingly daring Luigi will grab the precious relic and jump out of the ship. Fortunately, the princess's dress doubles as a parachute.



Teehee Valley

Luigi touches down west of his predicted landing site and ends up sinking through some quicksand. It's up to Mario to save him.

1 BEGIN RESCUE

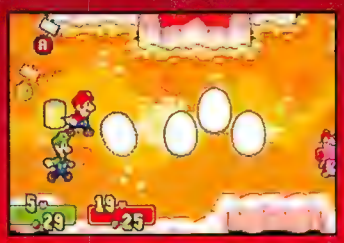
Smash the black rock to the north with your hammer, collect all of the items in the next area, then walk down through exit B and hit the Switch Block.

2 OPEN UP!

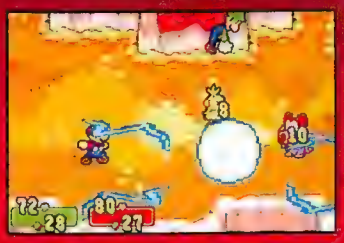
Follow the map to point 2 and use Mario's Firebrand on the unlit torch to open the gate. Before you proceed through the north exit, save your game.

BOSS POPPLE AND BIRDO

Popple attacks the same way as he did in your last encounter (see page 97). It's important that you don't let him steal your hammers, or you'll be unable to defend yourself against most of the duo's attacks. When Birdo tries to suck you into her snout, pull back your hammer and nail her with it as soon as you're within range. If a targeting reticule appears over one of the brothers before she attacks, she'll try to hit him with an exploding egg instead. Wait until the last possible moment to jump to avoid getting burned by the resulting flame. Occasionally, Birdo will suck Popple into her snout and hide him in one of four eggs that she pops out. If you break the egg with Popple inside, he'll get upset and destroy the remaining ones. If you break the other eggs, bombs that run toward you will hatch from them.



The eggs roll toward you pretty slowly, so be sure not to pull your hammer back too early.



Popple's ability to steal your hammers temporarily should make him your first target.

ENEMIES

Dry Bones J

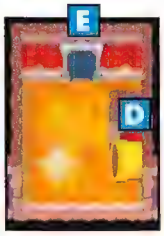
HP 40 / EXP 68

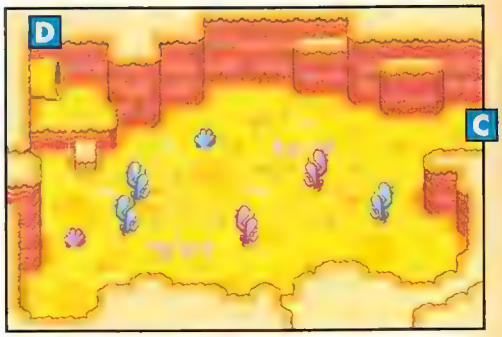
Dry Bones will fling their heads at you on the map to try to initiate a battle. Keep your distance.

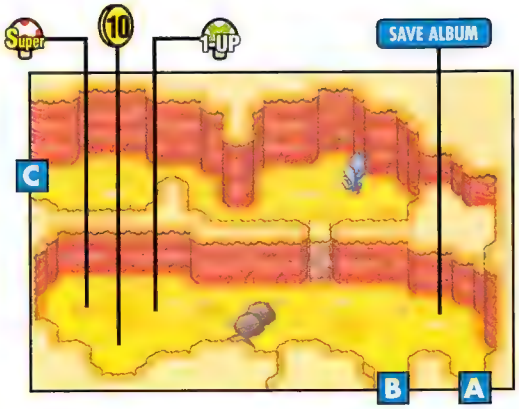
Limbo Bro J H

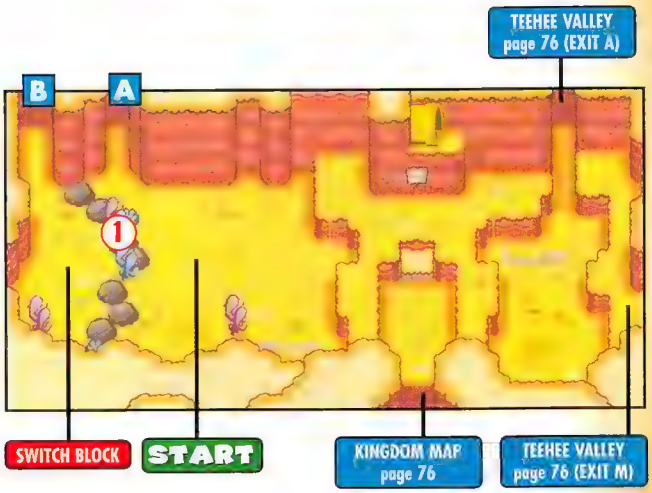
HP 45 / EXP 80

Limbo Bros. do a little dance before they strike, so your timing must be exact for a counterattack.









Bowser's Castle

Bowser's Castle has unleashed an assault on the Beanbean Kingdom from the skies overhead. The airborne fortress is your final destination.

Blablanadon

Queen Bean will explain the situation upon your return to Beanbean Castle. As you're leaving, Lady Lima will make a cryptic comment about someone who can fly. She's referring, of course, to Blablanadon—the giant bird in Hoohoo Village is your only means of reaching Bowser's Castle. Once you're there, you can talk to Blablanadon to return to the village at any time.

You can reach Hoohoo Village via the warp pipe to Stardust Fields by climbing Hoohoo Mountain or by traveling through the cave south of the village.

Enemies

Gunner Guy J

HP 60 / EXP 90

Gunner Guy will fire either a fast-moving bullet or a slow-rolling cannonball at you. Watch the barrel.

Chomp Bro J

HP 120 / EXP 128

A Chomp Bro will swing its chain around 11 times before hurling it at you. If you stomp on it, he'll lose it.

Hammer Bro H

HP 100 / EXP 132

Use your own hammer to knock down the ones that the Hammer Bros. toss at you.

Sniper Bill J H

HP 80 / EXP 80

The size of Sniper Bill's targeting reticule indicates what will come at you first—the bullet or Bill himself.

Boo J H

HP 10 / EXP 40

Boos will either swoop down to attack (jump) or disappear and rematerialize in front of you (hammer).

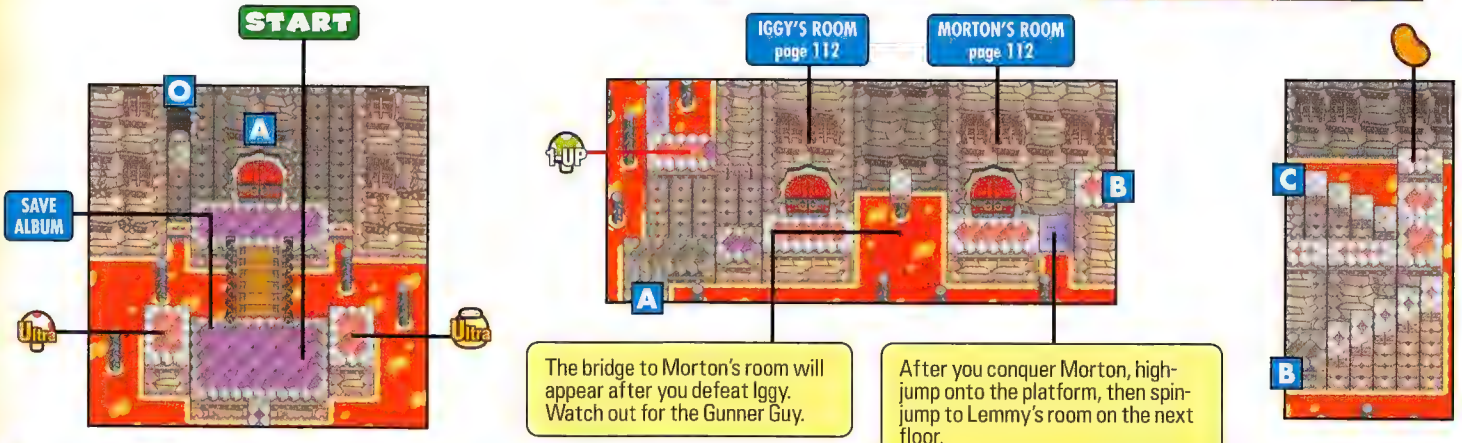
Magikoopa J

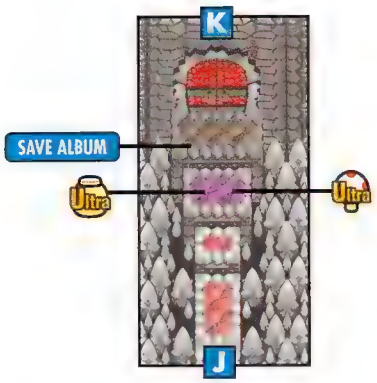
HP 100 / EXP 110

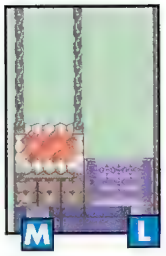
Magikoopas cast rings of fire that you must jump through twice with one brother or once with both.

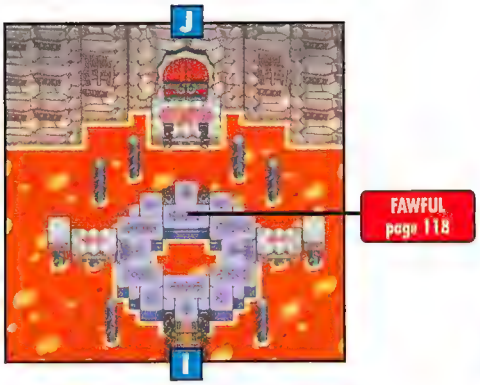
Main Hall

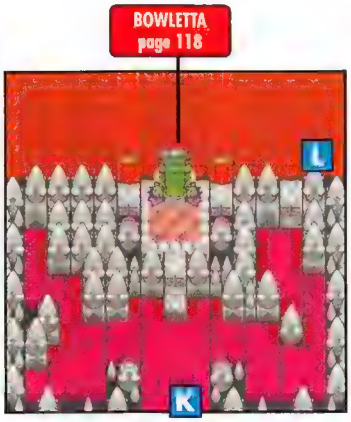
As you proceed through Bowser's Castle, you must defeat seven Koopalings. Each victory will allow you to advance a little farther, until you ultimately reach the throne room, where Bowletta awaits.

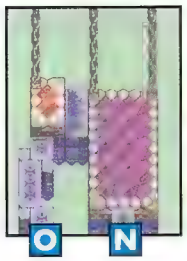


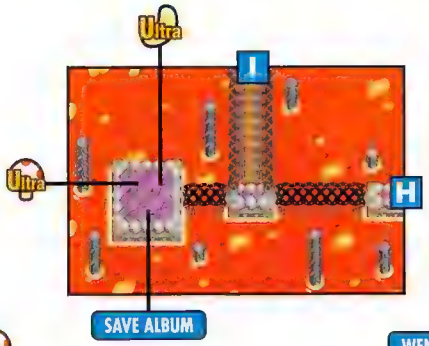


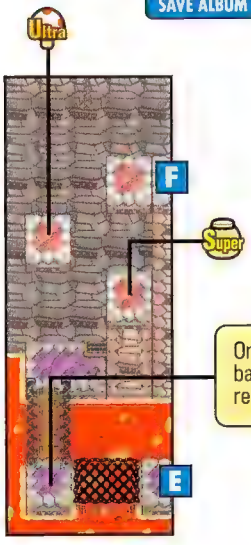




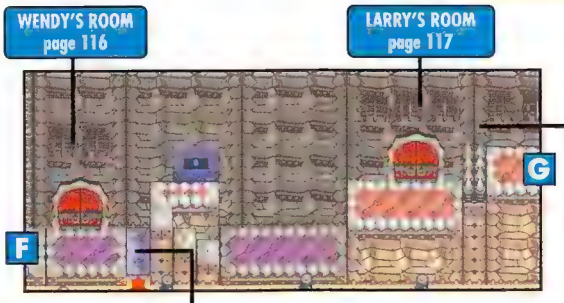






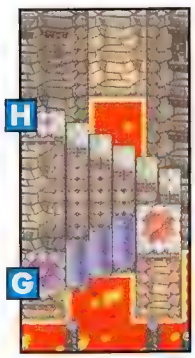


Once Roy's time has run out, a barrel will appear, allowing you to reach the red button nearby.

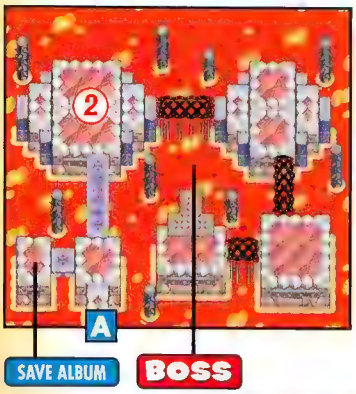


The platform will rise after you beat Wendy. High-jump onto the next ledge, electrify the conductor and spin-jump across.

The spikes that prevent you from reaching the throne room will retract once you've defeated all seven Koopalings.

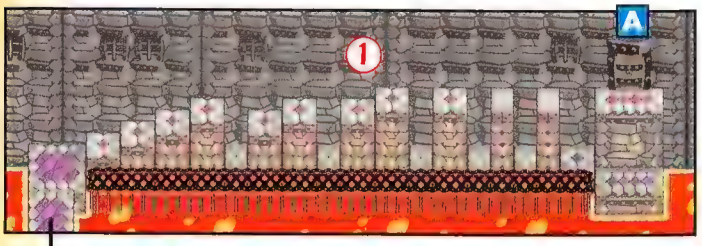


IGGY'S ROOM



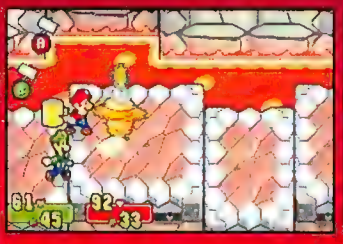
1 HOP ALONG

Jump across the platforms to Iggy's room and watch out for the Gunner Guy near the middle. If it hits you with a bullet, you'll get drawn into a battle. There are also Boos lurking on the walkway below, so try not to fall. To reach the final platform, you'll have to execute a spin jump.

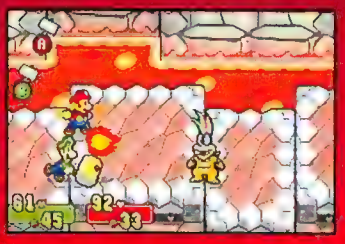


BOSS IGGY

Iggy has two means of attack. He'll either spew one to three fireballs at one of the brothers, or spin around both of them like a tornado. He arches the fireballs at you, giving you plenty of time to wind up with your hammer and knock them back at him. When he starts spinning around Mario and Luigi, try to hit him with one of their hammers before he gets moving too fast. The attack can end up hurting both brothers and possibly making them dizzy.



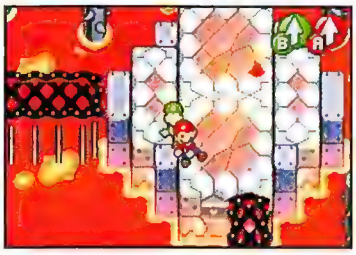
Knock Iggy out of his spin attack with a well-timed strike from your trusty hammer.



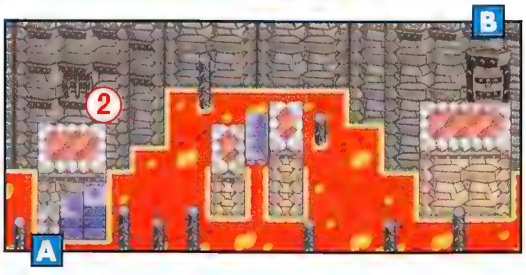
If you successfully counterattack Iggy's fireballs, they'll hit him for damage.

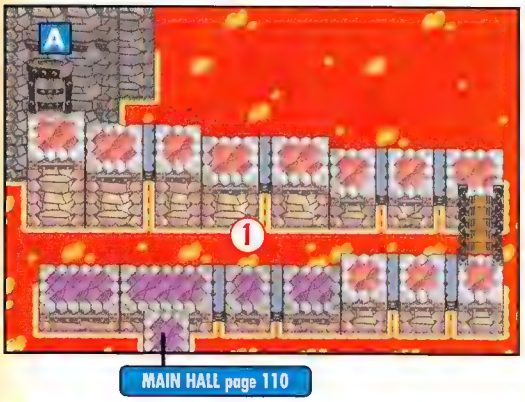
2 GETTIN' DIZZY

Iggy will spin around the brothers at point 2, making them dizzy and messing with your controls. Take a moment to figure out which way each direction on the Control Pad will move Mario and Luigi. Once you've got it down, avoid the flames and make your way to the Koopaling.



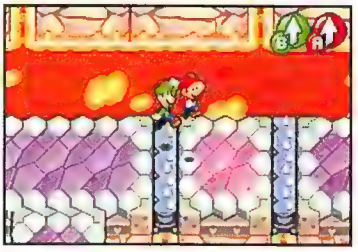
MORTON'S ROOM





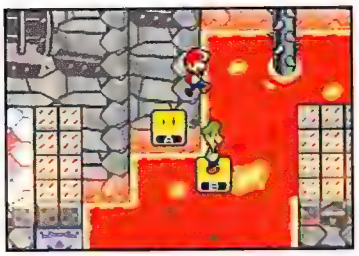
1 WATCH YOUR STEP

Jump over the spikes in the ground as you make your way through the first area of Morton's room. There are quite a few Gunner Guys and Magikoopas patrolling the area, so either try to avoid them, or stomp on them to deal damage as you enter battle.



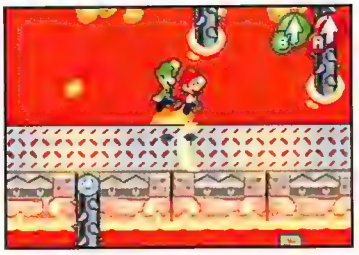
2 BIKER BROS.

Hop on the Bike Pads at point 2 and alternate between pressing the A and B Buttons while you hold Right on the Control Pad to float across the lava below. The second area of Morton's room is void of enemies, giving you a nice reprieve before facing the Koopaling himself.



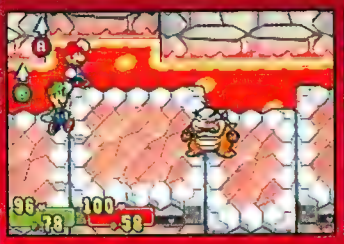
3 MAKING WAVES

In the third area, save your game and head to the north walkway. As you hike across, jump over the shockwaves that Morton sends your way—if one of them hits you, you'll have to start over from the west platform.

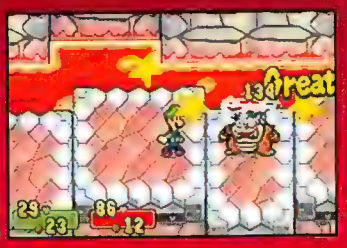


BOSS MORTON

The fireballs that Morton spits at you will arch like Iggy's did (though Morton can spew more per turn), so they're every bit as easy to hit back at him. Morton's other attack is a series of three almost-invisible shockwaves that he creates by leaping into the air and spinning three times before slamming back into the ground. You must jump over all three shockwaves with both brothers to avoid taking damage.

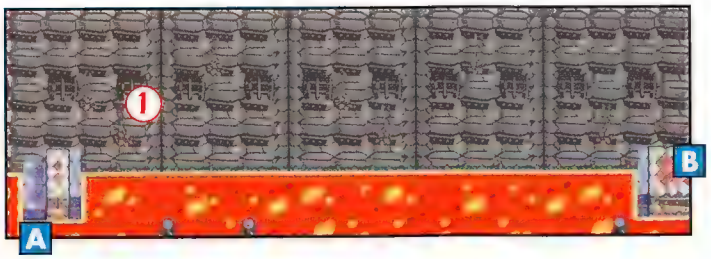


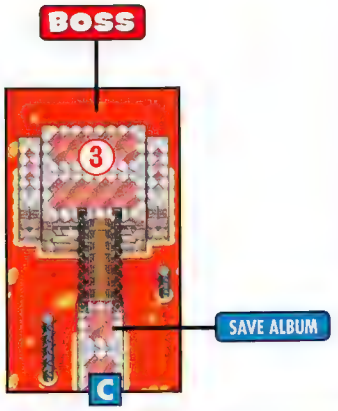
Morton's shockwaves are difficult to see, and they can trip up Mario and Luigi in addition to dealing damage to the brothers.

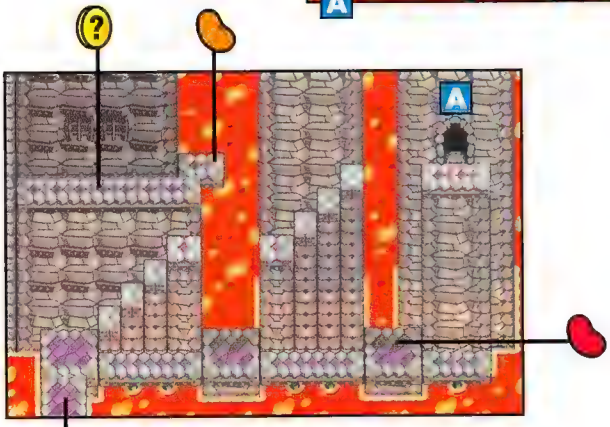


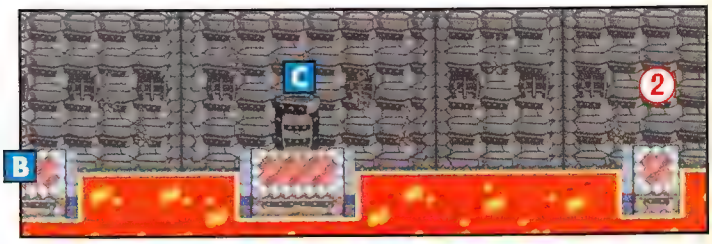
Use Bros. Attacks to take out the second Koopaling as quickly as possible. Like his brother before him, he doesn't have a lot of HP.

LEMMY'S ROOM









MAIN HALL page 110

1 SPIN OVER THE LAVA

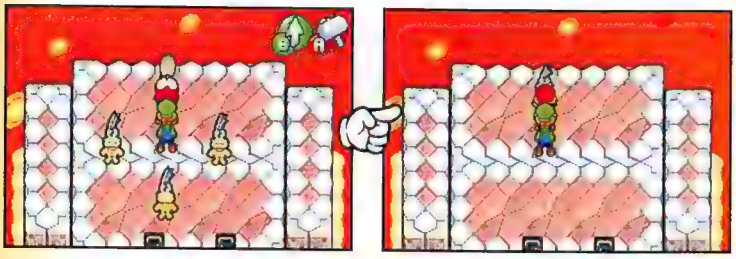
Spin-jump into the first whirlwind at point 1, then propel yourself into each successive whirlwind by pressing Right on the Control Pad until you land on the platform at the other end.

2 A FRIEND IN ENEMY TERRITORY

The mole at point 2 will give you a 1-Up Super Mushroom if you can reach him. To do so, spin-jump into the moving whirlwind to the right of the middle platform and lead it east by repeatedly propelling yourself forward a little bit, then back into the whirlwind.

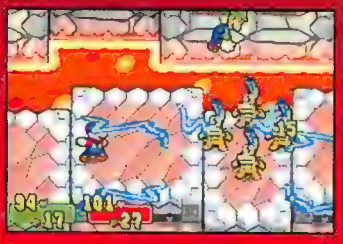
3 FIND THE REAL LEMMY

Save your game before you approach Lemmy at point 3. The Koopaling will create three doppelgangers and use them to surround Mario and Luigi. Pull out your hammer and bash one of the baddies. If you hit the real Lemmy, the battle will commence immediately. If you hit one of the fakes, Lemmy will replace all three with new ones and make you try again.

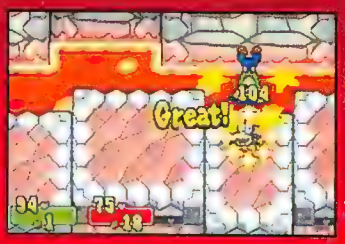


BOSS LEMMY

Lemmy will create doppelgangers during the battle as well. He and his clones arch fireballs at you faster and from less of a distance than Morton and Iggy did, so you'll have to be a bit quicker with your hammer. If you attack the real Lemmy, the fakes will disappear and he'll have to spend a turn making new ones.

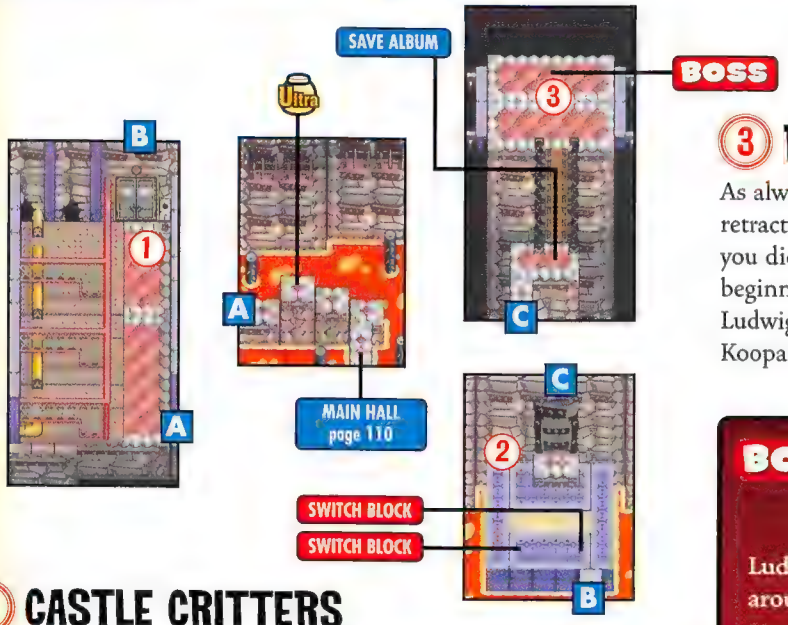


Finding the real Lemmy among the four is a guessing game.



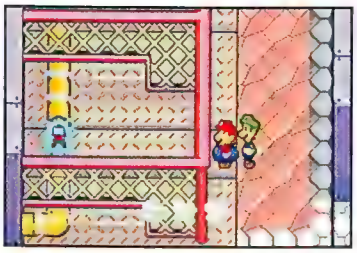
When you finally single him out, let him have it with Bros. Attacks.

LUDWIG'S ROOM



1 CASTLE CRITTERS

To fill the gaps in the circuit, you have to spit water at the critters like you did in Woohoo Hooniversity. The critters stop in front of the first gap and walk by the second at a steady pace. They wander back and forth in front of the third gap—hit one as it crosses by.



2 WATER THE PLANT

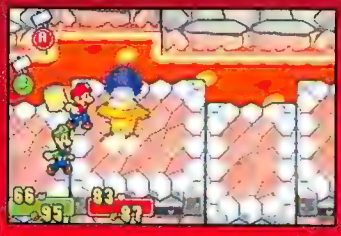
Before you proceed to the area at point 2, fill Mario with water again. Use Luigi's Thunderhand to spew the water on the plant to the left, then hit the Switch Block to open the next door. The Switch Block that the plant on the right produces will cause an enemy to appear.

3 REMEMBER YOUR TRAINING

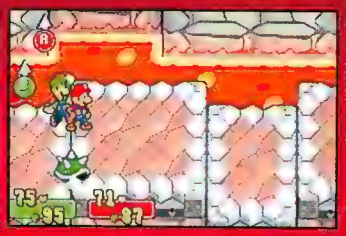
As always, save your game before you approach the boss. Ludwig will retract into his shell and try to ram Mario and Luigi. Jump over him as you did the rope in the Hammer Bros. Border Jump challenge at the beginning of the game. Once you've completed his little challenge, Ludwig will disappear. To start the battle, try to leave—the angry Koopaling will come roaring back and attack you.

BOSS LUDWIG

Ludwig can spew fireballs (in an arch, of course) and whirl around the brothers like Iggy did, but he also has a third attack. When Ludwig pulls himself into his spiky shell, he'll spin toward one of the brothers (jump!), then swing around and try to hit the other one from behind (jump again!). He'll typically repeat the process one or two times per turn, and he can come at you from different angles, so watch him carefully.

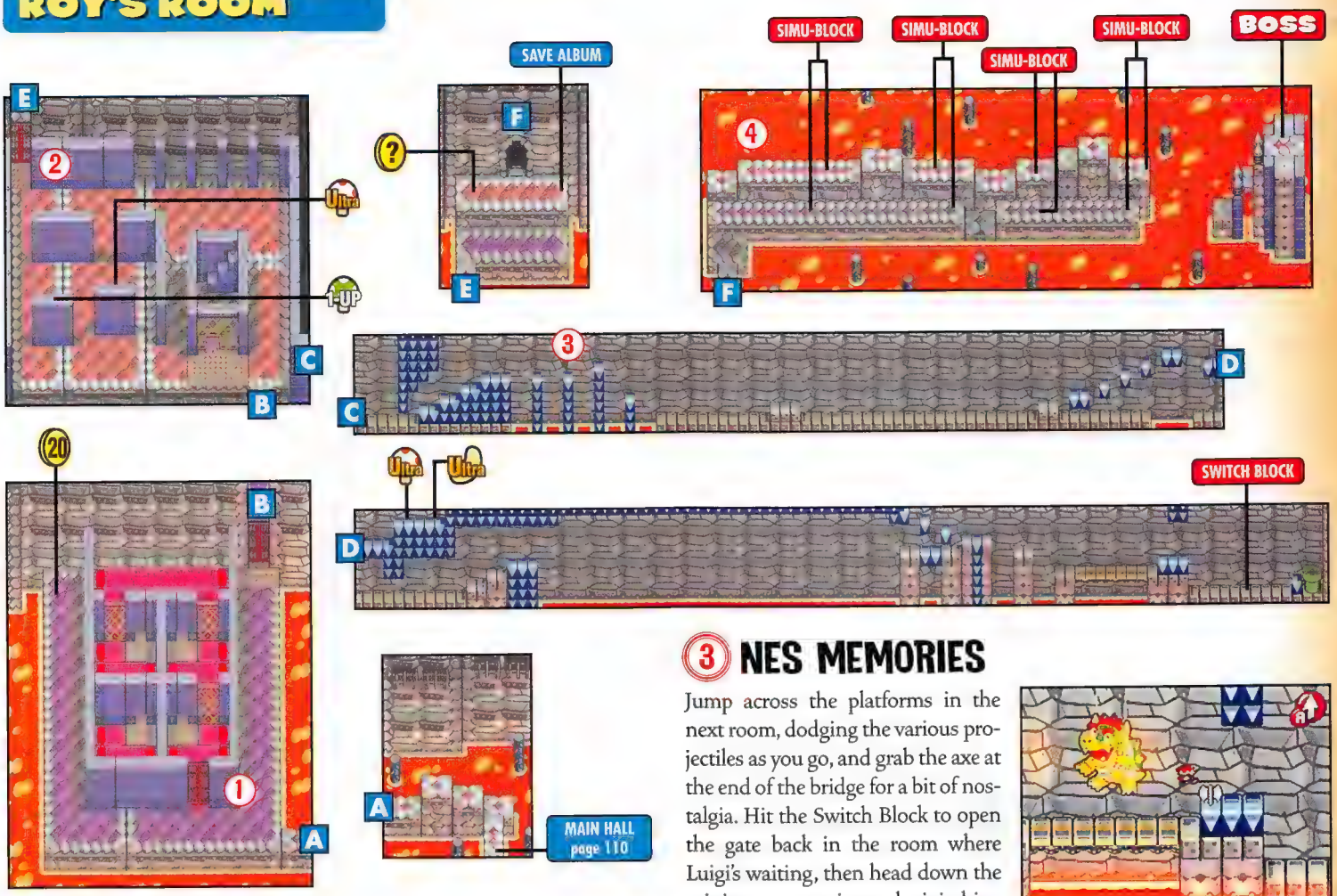


When Ludwig starts to whirl around you like a tornado, quickly nail him with your hammer to bring him to a halt.



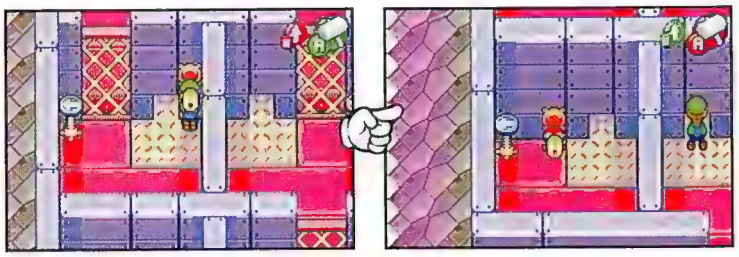
Ludwig's spinning shell attack is by far his most dangerous. You'll need quick reflexes and a sharp eye to survive.

ROY'S ROOM



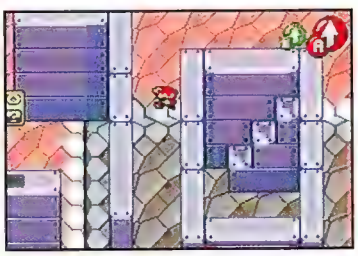
1 NAVIGATE THE CELLS

Pound Luigi into the ground and burrow underneath all four gates to the middle-left cell. Hit the red button there, then jump on the Spring Pad and rejoin Mario. To reach the other red button and open the north gate, squash the man in red and walk through the tiny holes.



2 THE WALL-CRAWLER

Hit the red button at point 2 to retract the spikes in the room, then shrink Mario again and walk through the hole, up the steps and onto the wall. As you make your way to the exit labeled C on the map, watch out for the Boos that appear.

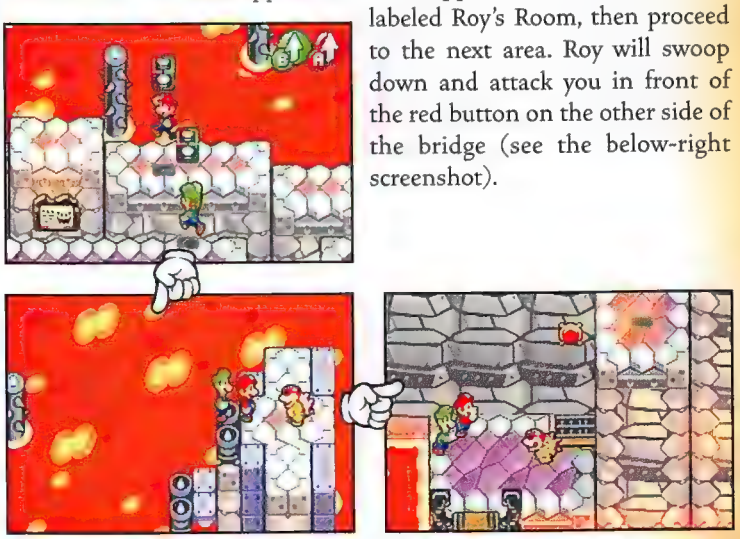


3 NES MEMORIES

Jump across the platforms in the next room, dodging the various projectiles as you go, and grab the axe at the end of the bridge for a bit of nostalgia. Hit the Switch Block to open the gate back in the room where Luigi's waiting, then head down the miniature warp pipe and rejoin him.

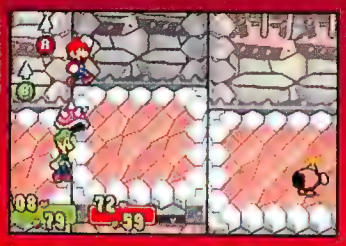
4 CHASING ROY

Jump onto the upper walkway at point 4 with only one of the brothers, and hit all four pairs of Simu-Blocks as you go along. When you reach Roy, he'll fly off the screen, and the post-boss warp leading back to the main hall will appear. Use it to appear in front of the door labeled Roy's Room, then proceed to the next area. Roy will swoop down and attack you in front of the red button on the other side of the bridge (see the below-right screenshot).

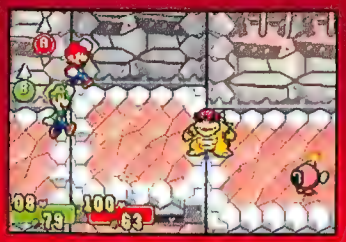


BOSS ROY

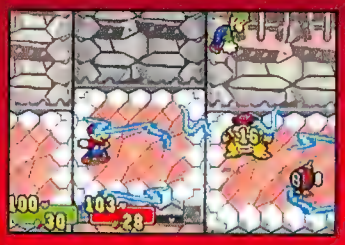
Not only must you defeat Roy, but you have to do so in a timely fashion. He's accompanied by a Time Bob-omb that will knock out both brothers instantly if it reaches zero. It begins at eight and counts down once per turn (after Roy attacks). Start out with Luigi's Thunder Bros. Attack to decrease Roy's DEF, then follow up with a continuous assault of additional Bros. Attacks. On defense, be prepared for one of three onslaughts. Roy can arch fireballs at you like the previous Koopalings did, and he can execute advanced versions of Morton's shockwave attack and Ludwig's spin attack. With the shockwave attack, the number of times Roy spins through the air will equal the number of waves he unleashes (either clumped together or in quick succession). With the spinning shell attack, he can come at you from one of three angles: the two you saw with Ludwig, or under one brother and back again (jump twice!).



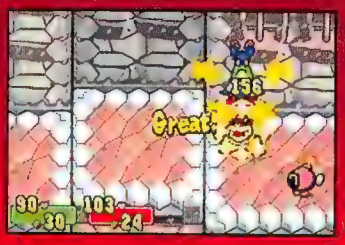
Watch the speed at which Roy moves during his spin attack to anticipate when you should jump.



The shockwaves can be even more difficult to see when they're clumped together.

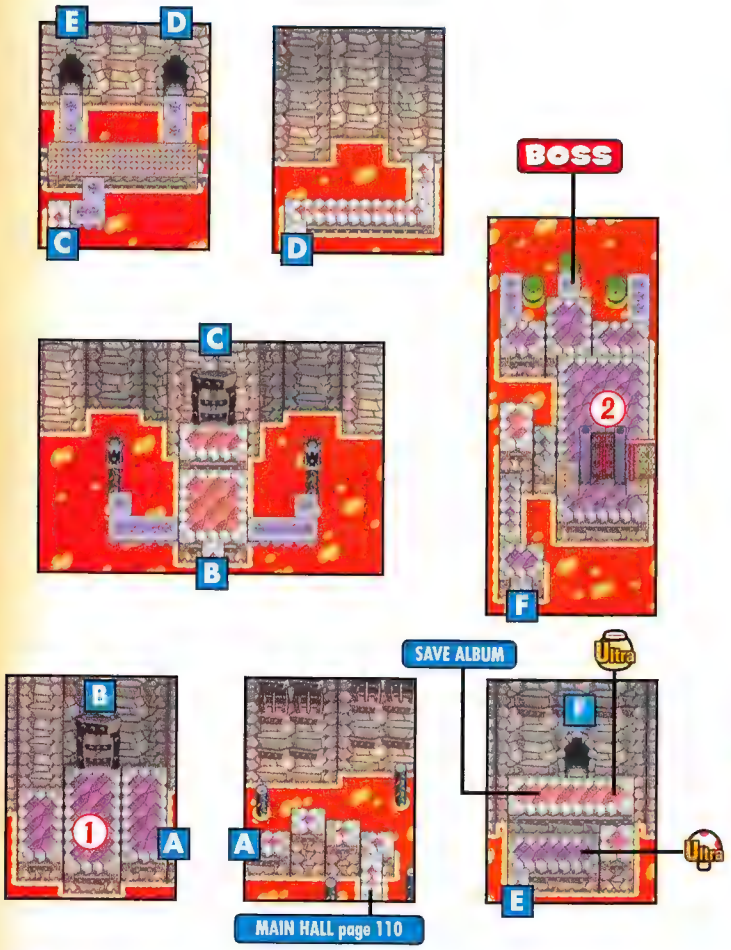


You don't have much time to finish Roy, so unleash a Thunder Bros. Attack on Luigi's first turn.



...then, with his DEF weakened, continue hitting Roy with Bros. Attacks for maximum damage.

WENDY'S ROOM

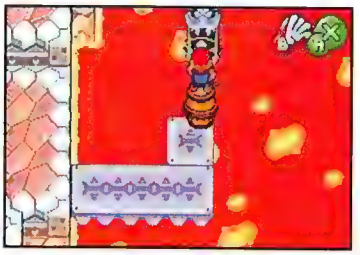


BLAST OFF

After you defeat Roy, a barrel will appear south of the bridge in the main hall. Have Luigi jump inside, then move to the red button, hop on the barrel with Mario, and hammer the button to rocket the brothers to the next ledge.

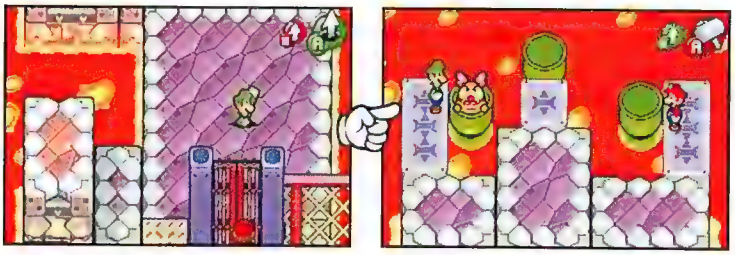
1 LUG ALONG THE BARREL

Repeat the process at point 2 to open the north door (you'll probably have to defeat a couple of the Boos to reach the button), then take the barrel to the next room. You'll need it so Mario can reach torches and light them with his Firebrand.



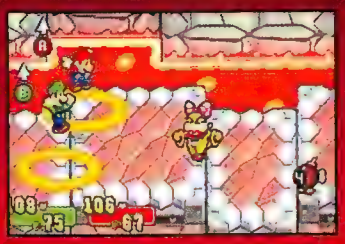
2 SURROUND WENDY

Pound Luigi into the ground south of the gate, then have him burrow underneath the gate to separate the brothers. Lead one of them to the warp pipe on the right, then have the other hit Wendy with his hammer. When she reappears in the right-hand pipe, switch to the other brother and hit her again.

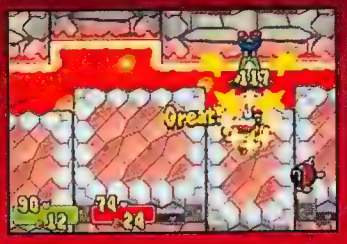


BOSS WENDY

As with Roy, you'll have only eight turns to defeat Wendy before a Time Bob-omb explodes. Complicating matters is Wendy's ability to create doppelgangers like Lemmy did. Her other battle options are arching fireballs (surprise), and gold rings that she tosses at you. Jump into the rings as they swing toward Mario and Luigi. When the rings expand, get ready to jump again as they try to close around the brothers. If either character is struck by a ring, he'll take damage and be slowed for a few turns. Fortunately, Wendy isn't as resilient as Roy—a few well-executed Bros. Attacks should do her in.

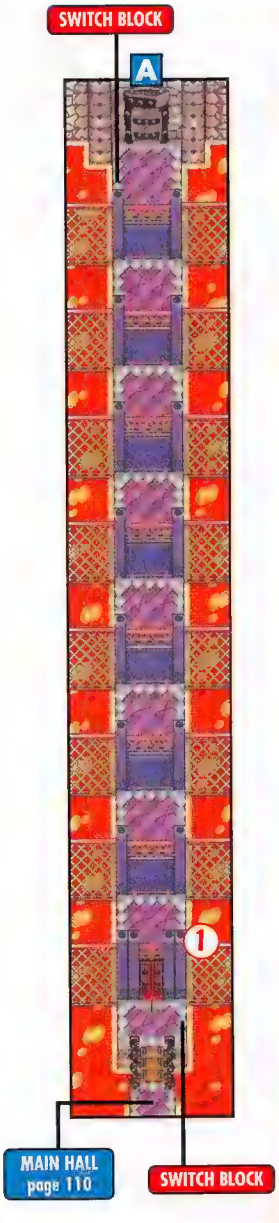


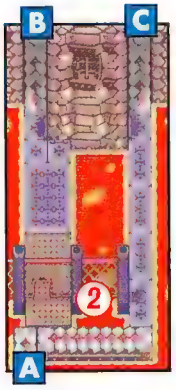
Once you get the timing down on Wendy's gold rings, the battle should be a piece of cake.

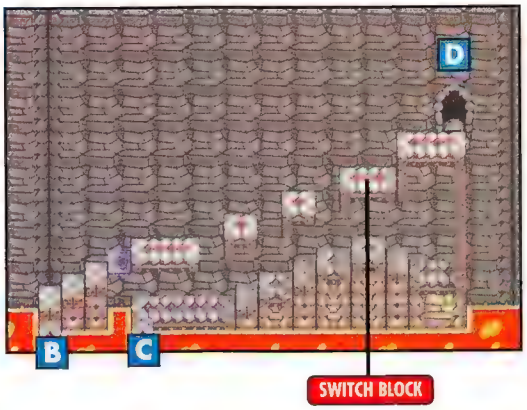


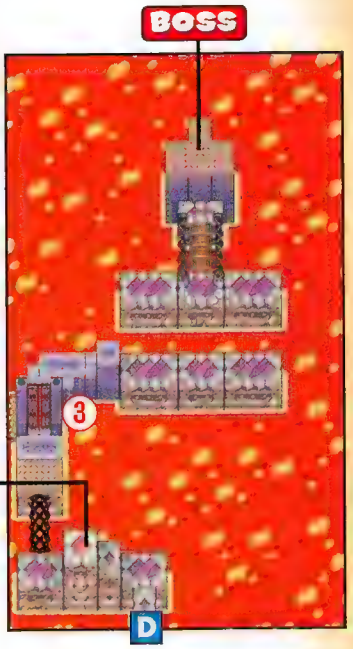
Hit Wendy with Mario's Chopper Bros. Attack and hammer on the A Button to deal a ton of damage.

LARRY'S ROOM



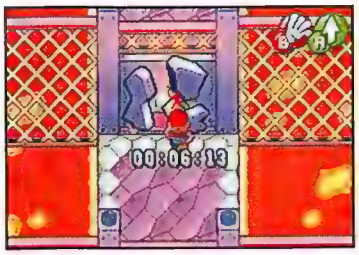






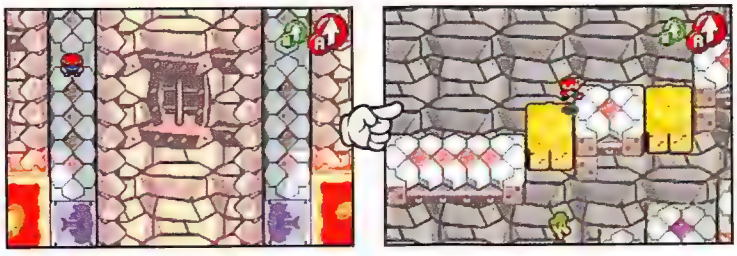
1 LUIGI SMASH!

After you hit the Switch Block at point 1, you'll have 13 seconds to hit the other block at the end of the walkway. With Mario in the rear, use his Firebrand to start sprinting and smash through the walls like Kool-Aid Man. Oh *yeah*!



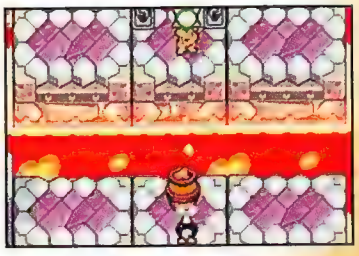
2 FOLLOW ALONG

Shrink Mario with Luigi's hammer at point 2 and have him walk through the tiny hole to separate the brothers. Proceed with each of them into the next room, and while tiny Mario is standing on a yellow block, hit it with Luigi to give him a boost as he makes his way to the Switch Block.



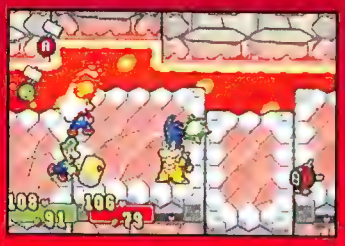
3 TENNIS

Burrow under the gate with Luigi and prepare to play a little tennis against Larry. As he hits the fireball at you with his racket, you must bounce it back at him with the barrel. Do so four times to win the match, then rejoin Mario and follow the Koopaling.

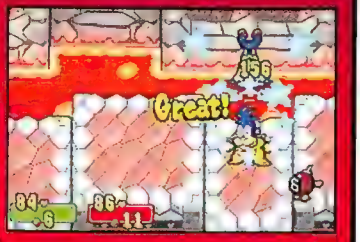


BOSS LARRY

You'll again have a Time Bob-omb to deal with, which will leave you only eight turns to beat Larry. The Koopaling will launch fireballs at you like his predecessors did, but he can do so at two different speeds. The first is a beat faster than any of your previous opponents'. The second is much slower and travels in a higher arc, but when you hit it with your hammer, he'll hit it back at you with his racket. After the third volley, the fireball will finally get through and hit Larry. To anticipate which of the two kinds of fireballs he's going to send at you, watch him closely before he strikes. If he pauses for a moment after charging the projectile, get ready for a high, slow one.



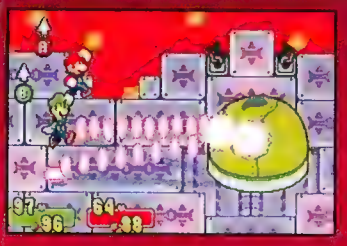
When Larry challenges you to some tennis, pull your hammer back just as the fireball starts to come down



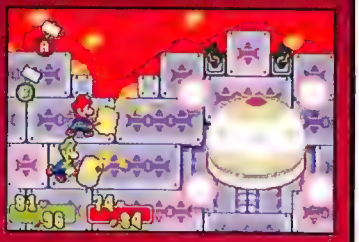
Use Bros. Attacks to take out the Koopaling before the Time Bob-omb counts down to zero

BOSS FAWFUL

Fawful has many attacks. He'll fire projectiles into the air (which are easy to hammer if you watch for the shadows), and sweep ray beams across the field. If Fawful waves at one of the brothers, hammer him as he swoops in. When blocks appear above the bros.' heads, jump repeatedly to break them so you can leap over the laser that he'll sweep back and forth. Once you've hit Fawful's dome four times, energy balls will begin to revolve around it. The dome will then overheat and Fawful will be forced to come out for two turns.

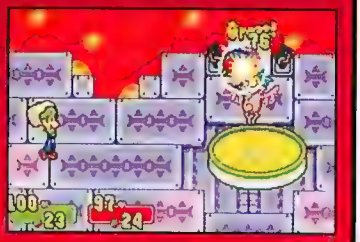


The ray beams will turn white just before they sweep toward the bros. That's your cue to jump



The balls of energy will gradually spin closer and closer. Hammer them before it's too late

Fawful's dome always overheats after his energy-ball attack, leaving the lovable villain vulnerable

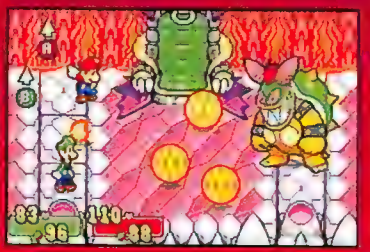


When Fawful is exposed, hit him with everything you've got. Mario and Luigi have fury!

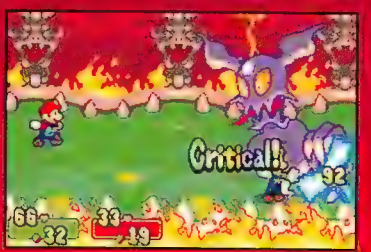
BOSS BOWLETTA

At the beginning of the first round versus Bowletta, the villainess will have only two attacks. If blocks appear above the brothers' heads, you must jump the number of times displayed on the blocks to break them before Bowletta's counter expires. She'll then rear back and breathe fire at the brothers—jump with both of them simultaneously to avoid the flame. With her other attack, she'll appear to be chomping on something before sending a series of Flarets at the brothers in quick succession. You won't have time to tell who each Flaret is coming toward, so quickly jump with both bros. to be safe. When Bowletta turns black, she'll rain stars down on the brothers. Hit the red ones back at her with Mario and the green ones with Luigi (don't worry about the purple ones).

The brothers will start round two with only one HP each, so use an Ultra or Max Nut right away. The large energy sphere that Bowletta floats over one of the brothers will come back down repeatedly after you bump it up with your hammer. You'll have to hit it four times to shatter it. When Bowletta reaches for you with her hands, bash them with your hammers. She can also flick an electrical buzzsaw and rotating fireballs at the brothers. To deal with the former, hammer it until it disappears. For the latter, jump simultaneously with both brothers as the flames swirl below them. When you hit Bowletta's head, she'll stretch out her arms and spin them. When an arm is coming at you low, jump over it quickly with both brothers. When it's coming at you high, stay grounded. Take out Bowletta's head, then both of her arms. When you do, her heart will be exposed for a couple of turns. After you've damaged it, Bowletta will come at you with new attacks. When Fawful's ghost appears in front of one brother, jump over his laser attack starting with the opposite brother, then hammer the ghost. If Bowletta begins creating colored energy balls, hammer them with the brother of the corresponding color. Finally, when her eyes flash, watch her pupils. If they're high, stay on the ground. If they're low, wait for a moment then jump. She'll temporarily freeze you and fire lasers from her pupils. Repeat the process of hitting her head, arms then heart until the evil witch is kaput.



The left-over Flarets will heal Bowletta if you don't hammer them



Use the Thunderhand on the left arm and the Firebrand on the right

THE PLUMBERS' TOOLBOX

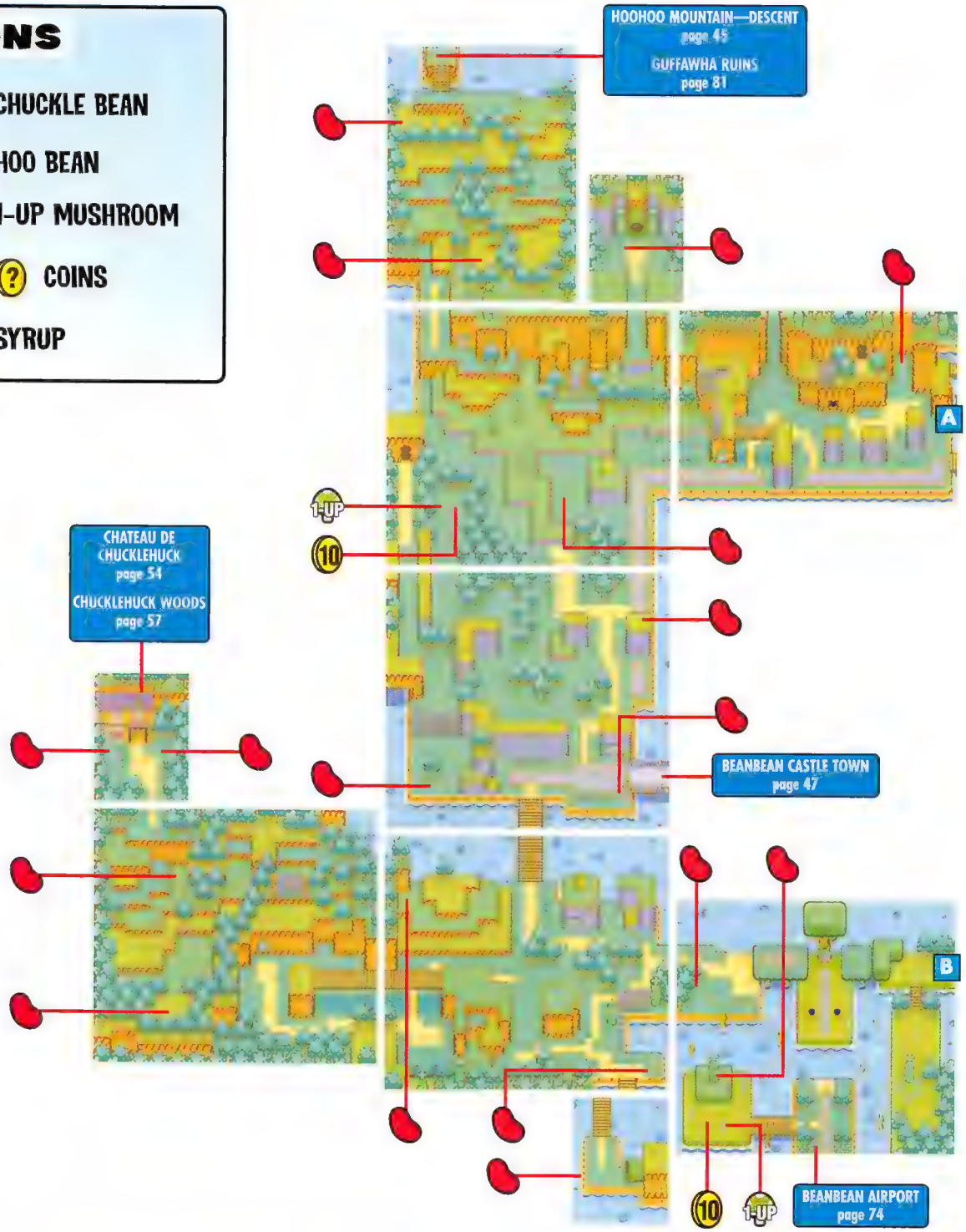
Treasure Map

The following maps show where you'll find beans, items and coins in the areas of the kingdom that lie between your destinations.

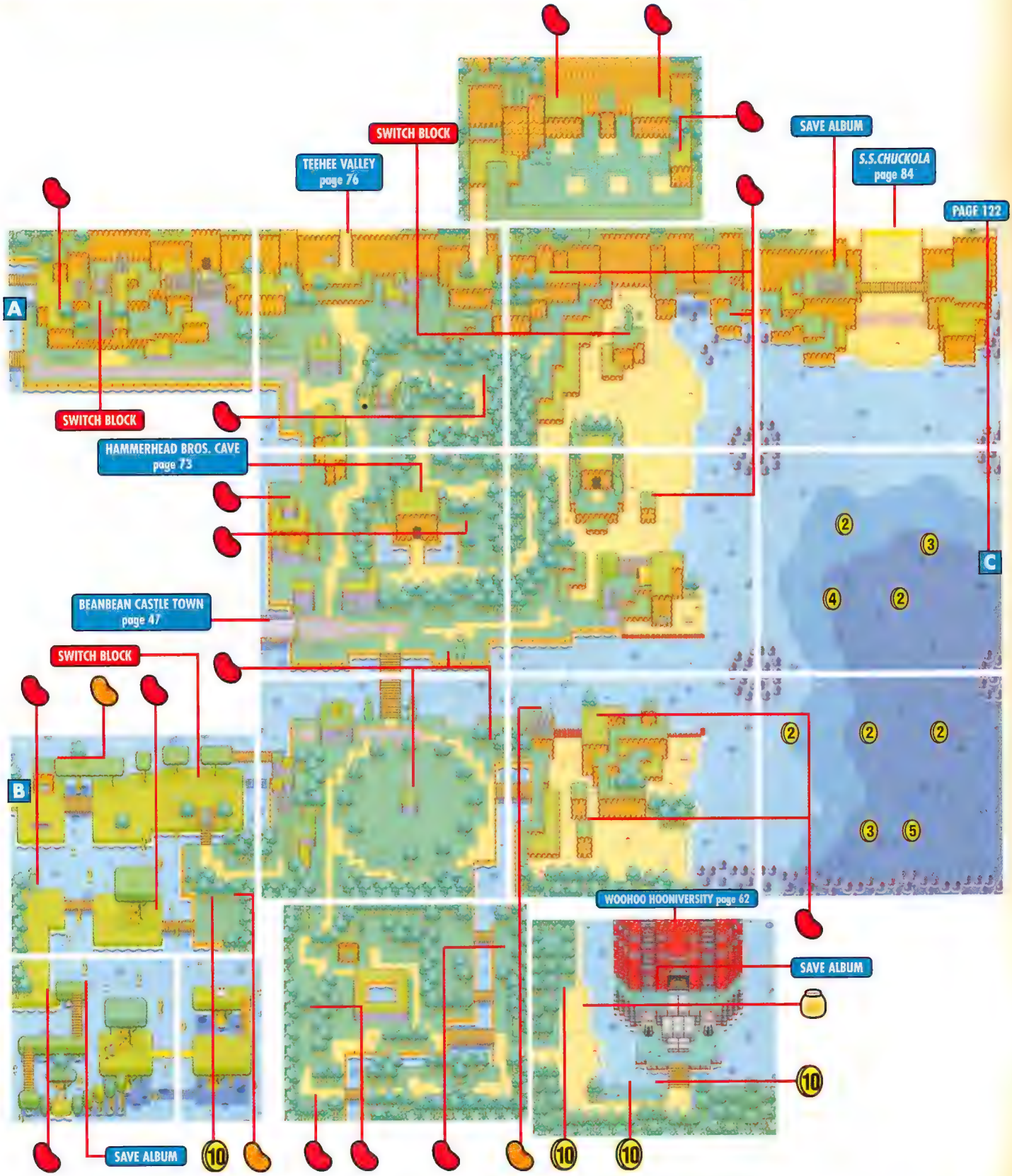
West Beanbean

Icons

- Chuckle Bean
- Hoo Bean
- 1-Up Mushroom
- Coins
- Syrup

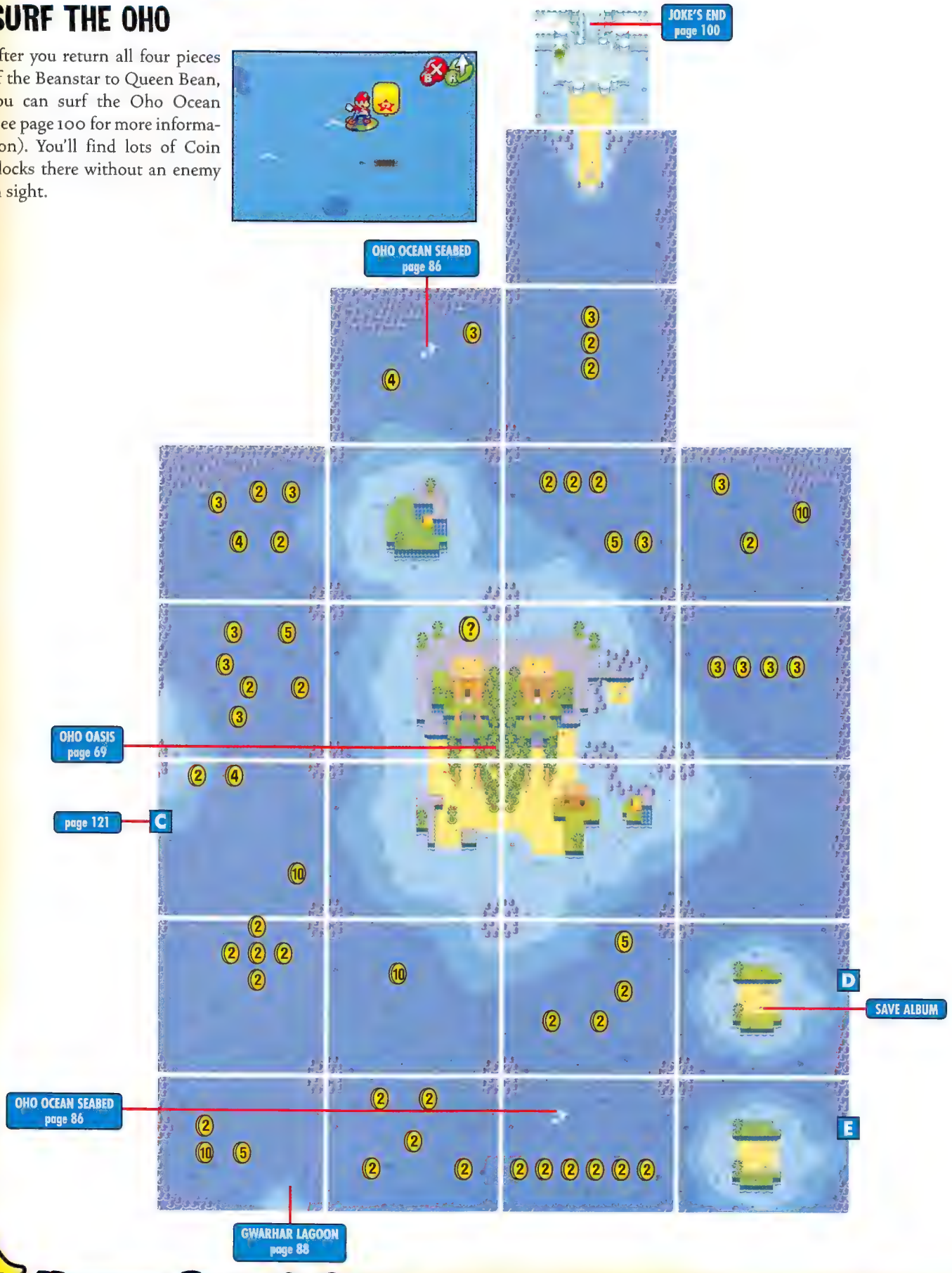


EAST BEANBEAN AND COASTAL AREA



SURF THE OHO

After you return all four pieces of the Beanstar to Queen Bean, you can surf the Oho Ocean (see page 100 for more information). You'll find lots of Coin Blocks there without an enemy in sight.

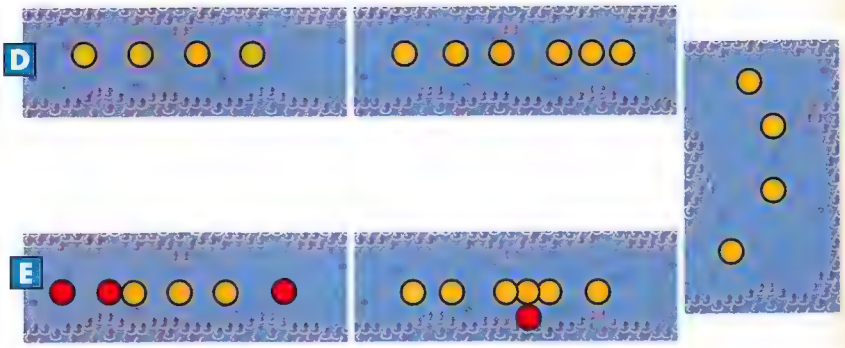


OHO OCEAN RACECOURSE

Talk to the fellow on the island near point D if you'd like to put your surfing skills to the test. If you can pop all 23 balloons on the racecourse in under a minute, you'll win one of the prizes listed on page 101. Watch out for the bomb barrels—they'll slow you down significantly.

ICONS

- OHO BALLOON
- BOMB BARREL



ITEM & ENEMY DATA

On the following pages, you'll find a detailed listing of every item and enemy in the game. They are sorted alphabetically by category.

ITEMS

NAME	TARGET	EFFECT	USE	AVAILABILITY	DG*	PRICE
1-UP MUSHROOM	One	Revive with 1/2 HP	Battle	Castle Town (Clear Chucklehuck Woods)	0	320
1-UP SUPER	One	Revive with full HP	Battle	Castle Town/Little Fungitown (Rescue Luigi at Teehee Valley)	5	500
CHUCKLE BLEND	One	Starbeans blend: +4 SPEED	Field	Starbeans Cafe (25 Chuckle Beans)	0	—
CHUCKOCCINO	One	Starbeans blend: +4 DEF	Field	Starbeans Cafe (15 Woo Beans + 10 Chuckle Beans)	0	—
GOLDEN MUSHROOM	One	Max HP & Bros. Points	Field/Battle	In the field	4	460
GREEN PEPPER	One	Boost DEF & get lighter	Battle	In the field	5	400
HOOHOO BLEND	One	Starbeans blend: +4 BP	Field	Starbeans Cafe (25 Hoo Beans)	0	—
HOOLUMBIAN	One	Starbeans blend: +4 POW	Field	Starbeans Cafe (15 Woo Beans + 10 Hoo Beans)	0	—
MAX MUSHROOM	One	Recover all HP	Field/Battle	Castle Town (Collect all Beanstar pieces)	3	360
MAX NUT	Both	Recover all HP each	Field/Battle	Castle Town (Collect all Beanstar pieces)	3	400
MAX SYRUP	One	Recover all BP	Field/Battle	Castle Town (Collect all Beanstar pieces)	3	360
MUSHROOM	One	Recover 25 HP	Field/Battle	Castle Town/Little Fungitown	0	24
NUT	Both	Recover 20 HP each	Field/Battle	Castle Town/Little Fungitown (Clear Beanbean Airport)	0	64
RED PEPPER	One	Boost POW & weight	Battle	In the field	5	400
REFRESHING HERB	One	Cure status ailments	Battle	Castle Town/Little Fungitown	1	30
SUPER MUSHROOM	One	Recover 50 HP	Field/Battle	Castle Town/Little Fungitown (Clear Beanbean Airport)	1	60
SUPER NUT	Both	Recover 40 HP each	Field/Battle	Castle Town/Little Fungitown (Clear Beanbean Airport)	1	120
SUPER SYRUP	One	Recover 40 BP	Field/Battle	Castle Town/Little Fungitown (Clear Beanbean Airport)	1	60
SYRUP	One	Recover 20 BP	Field/Battle	Castle Town/Little Fungitown	0	24
TEEHEE BLEND	One	Starbeans blend: +4 STACHE	Field	Starbeans Cafe (25 Hee Beans)	0	—
TEEHEESPRESSO	One	Starbeans blend: +6 ???	Field	Starbeans Cafe (15 Woo Beans + 10 Hee Beans)	0	—
ULTRA MUSHROOM	One	Recover 120 HP	Field/Battle	Little Fungitown	2	140
ULTRA NUT	Both	Recover 100 HP each	Field/Battle	Castle Town (After Princess Peach is kidnapped)	2	240
ULTRA SYRUP	One	Recover 100 BP	Field/Battle	Castle Town (After Princess Peach is kidnapped)	2	140
WOOHOO BLEND	One	Starbeans blend:+4 HP	Field	Starbeans Cafe (25 Woo Beans)	0	—

* Discount Group. The higher the discount group to which an item belongs, the higher your STACHE stat must be for you to receive a discount.

GEAR

NAME	FOR	EFFECT*	AVAILABLITY	DG	PRICE
#1 TROUSERS	Both	DEF +35/First Strike	Castle Town (Clear Beanbean Airport)	2	250
ANCIENT PANTS	Both	DEF +40/Win Mushroom	Dropped by enemy	2	160
ANUBOO JEANS	Luigi	DEF +40/First Strike	Dropped by enemy	2	160
B. BRAND JEANS	Luigi	DEF +55	Castle Town (Rescue Luigi at Teehee Valley)	5	600
BEAN PANTS	Mario	DEF +12	Castle Town	0	100
BEAN TROUSERS	Both	DEF +10/HP +4	Castle Town	0	130
BEANSTAR PANTS	Both	DEF +60/First Strike	Castle Town (Collect all Beanstar pieces)	4	500
BLUE JEANS	Luigi	DEF +16/HP+5	Castle Town	0	220
BUBBLES' PANTS	Both	DEF +40/HP +6	Dropped by enemy	0	120
CASUAL CORAL	Both	DEF +80/60% Poison Dodge	Clear minigame	1	140
CASUAL SLACKS	Both	DEF +70/HP +20	Castle Town (Rescue Luigi at Teehee Valley)	5	550
CHUCKOLA PANTS	Mario	DEF +45/60% Poison Dodge	Dropped by enemy	0	100
HARD PANTS	Mario	DEF +18	Castle Town (Clear Chucklehuck Woods)	1	130
HARHALL'S PANTS	Mario	HP +60/Random G	Clear minigame	3	400
HEART JEANS	Luigi	DEF +10/HP+9	Castle Town (Clear Chucklehuck Woods)	1	120
HEART SLACKS	Mario	DEF +60/DEF-Up	Castle Town (Rescue Luigi at Teehee Valley)	5	520
HEAVY SLACKS	Both	DEF +48/Heavy G	Dropped by enemy	3	170
HERMETIC PANTS	Mario	DEF +45/60% Poison Dodge	Castle Town (After Princess Peach is kidnapped)	3	300
IRON PANTS	Mario	DEF +70/Heavy G	Clear bonus dungeon 2	5	240
JEANIE JEANS	Luigi	DEF +60/DEF-Up	Dropped by enemy	4	200
JEANIEST JEANS	Luigi	DEF +74	Dropped by enemy	5	240
LIGHT SLACKS	Both	DEF +48/Light G	Dropped by enemy	3	170
MUSHLUCK PANTS	Mario	DEF +65/Lucky Mushroom	Little Fungitown (Rescue Luigi at Teehee Valley)	5	258
MUSHWIN PANTS	Both	DEF +60/Win Mushroom	Little Fungitown (Collect all Beanstar pieces)	4	264
OHO GEAR	Both	DEF +28	Dropped by enemy	1	140
OHO JEE WEAR	Both	DEF +16/HP +6	Dropped by enemy	4	8
PARASOL PANTS	Mario	HP +7/DEF-Up	Castle Town (Clear Chucklehuck Woods)	1	180
PEACHY JEANS	Luigi	DEF +65	Little Fungitown (Collect all Beanstar pieces)	4	280
PEASLEY SLACKS	Both	DEF +70/Light G	Castle Town (Collect all Beanstar pieces)	4	450
PIRANHA SUIT	Both	DEF +30/HP-Auto Gain	Dropped by enemy	2	160
PLAID TROUSER	Both	DEF +40	Castle Town (Clear Beanbean Airport)	2	300
QUEEN B. JEANS	Both	DEF +75/HP +14	Castle Town (Collect all Beanstar pieces)	4	550
RANDOM SLACKS	Both	DEF +60/Random G	Dropped by enemy	4	200
SAFE GUARD	Both	DEF +78/60% Poison Dodge	Dropped by enemy	5	240
SAFETY SLACKS	Both	DEF +35/60% Poison Dodge	Castle Town (Clear Beanbean Airport)	2	220
SCANDAL JEANS	Luigi	DEF +70	Little Fungitown (Rescue Luigi at Teehee Valley)	5	280
SCHOOL SLACKS	Luigi	DEF +18	Dropped by enemy	0	120
SHROOM BELLS	Both	DEF +50	Little Fungitown	0	380
SHROOM PANTS	Mario	DEF +30/Win Mushroom	Little Fungitown	0	200
SHROOM SLACKS	Both	DEF +35/Lucky Mushroom	Little Fungitown	0	250
SMART PANTS	Mario	DEF +50	Dropped by enemy	0	120
STREET JEANS	Luigi	DEF +60	Castle Town (After Princess Peach is kidnapped)	3	400
TROPIC SLACKS	Both	DEF +30/HP +12	Castle Town (After Princess Peach is kidnapped)	3	280
WOOL TROUSERS	Both	DEF +32/HP-Auto Gain	Clear bonus dungeon 3	4	200
WORK JEANS	Luigi	DEF +5	Equipped at the beginning	0	40
WORK PANTS	Mario	DEF +4	Equipped at the beginning	0	40

***EFFECTS: HP-Auto Gain**: Recovers 2 HP every turn; **First Strike**: Allows you to always take the first turn; **60% Poison Dodge**: Reduces by 60% the probability of being poisoned; **Light G**: Reduces gravity; **Heavy G**: Increases gravity; **Random G**: Randomly changes gravity every turn; **DEF-Up**: Boosts defense during battle; **Win Mushroom**: Causes enemies to drop Mushrooms; **Lucky Mushroom**: STACHE increases with the number of Mushrooms in your possession

BADGES

NAME	EFFECT*	AVAILABILITY	DG	PRICE
BEAN B. BADGE	POW+10/BROS+6	Castle Town (Clear Chucklehuck Woods)	1	78
BEAN BADGE	POW+8/BROS+6	Given to you at Castle Town	0	40
BEANS BADGE	POW+12/BROS+2	Castle Town	0	90
BEAUTY BADGE	POW/28	Castle Town (After Princess Peach is kidnapped)	3	200
BOWSER FANG	BROS+50/Power-D	Dropped by enemy	5	240
BOWSER FIST	POW+10/POW-Up	Dropped by enemy	4	240

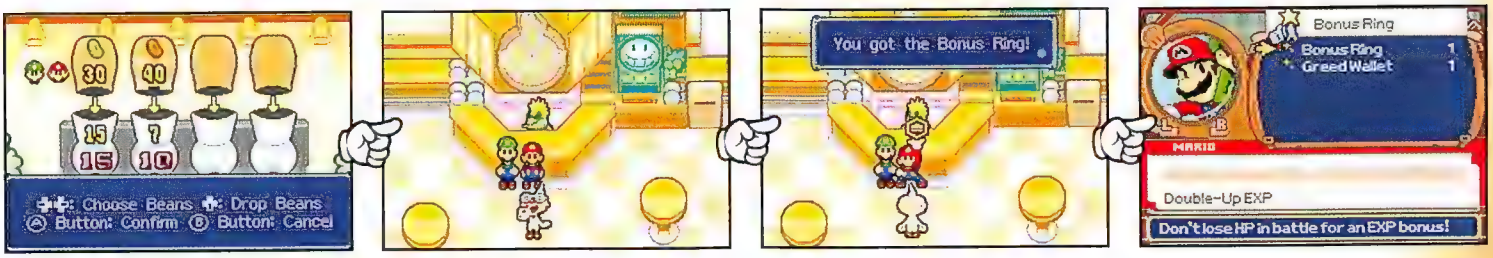
NAME	EFFECT*	AVAILABILITY	DG	PRICE
BRILLIANT BADGE	POW+45	Castle Town (Collect all Beanstar pieces)	4	350
BROS. BADGE	POW25/BROS+8	Castle Town (Clear Beanbean Airport)	2	150
BROS. LIFE	POW+22/BROS-Auto Gain	Dropped by enemy	1	140
BROS. RESPECT	POW+72/BROS-Auto Gain	Dropped by enemy	4	220
BROS. ROCK	POW+20/BROS+20	Clear bonus dungeon	4	800
CASTLE BADGE	POW+10	Castle Town	0	75
CHARITY BADGE	POW+15	Castle Town (Clear Chucklehuck Woods)	1	140
CHUCKOLA BADGE	POW+28	Dropped by enemy	5	260
COUNTER BADGE	POW+8/Power-D	Castle Town (Clear Chucklehuck Woods)	1	140
GENERAL BADGE	POW+45/BROS+15	Castle Town (Rescue Luigi at Teehee Valley)	5	350
GRAB BADGE	POW+45/Item Grab	Little Fungitown (Rescue Luigi at Teehee Valley)	5	400
HAND AURA	POW+20/HP-Up Hand	Dropped by enemy	3	200
HIGH-END BADGE	BROS+12/POW-Up	Clear bonus dungeon	3	180
LUCKY BROS.	POW+26/Lucky Attack	Dropped by enemy	4	220
LUCKY RIBBON	BROS+22/Lucky Attack	Dropped by enemy	2	160
MARI-LUI BADGE	POW+20/BROS-Auto Gain	Little Fungitown	0	190
MIRACLE BADGE	POW+22/HP-Up Jump	Castle Town (Clear Beanbean Airport)	2	120
MUSCLE BADGE	POW+25/Power-D	Little Fungitown	0	220
MUSH BADGE	POW+20/Shroom Force	Little Fungitown	0	160
MUSH BADGE A	POW+40/Shroom Force	Little Fungitown (Collect all Beanstar pieces)	4	300
MUSH BADGE A	POW+42/Shroom Force	Dropped by enemy	2	160
MUSH BADGE AA	POW+45/Shroom Force	Little Fungitown (Rescue Luigi at Teehee Valley)	5	480
OH-PAH BADGE	POW+35/Power-D	Castle Town (Collect all Beanstar pieces)	4	280
OHO JEE SYMBOL	POW+28/HP-Up Hand	Dropped by enemy	0	120
OHORACLE BADGE	POW+22/HP-Up Hand	Castle Town (Clear Beanbean Airport)	2	130
PIRANHA SWING	POW+25/HP-Up Hammer	Dropped by enemy	1	140
POWER BADGE	POW+20/Power-D	Castle Town (After Princess Peach is kidnapped)	3	160
SALVAGE BADGE	POW+40/Item Grab	Castle Town (Collect all Beanstar pieces)	4	320
SARGE BADGE	POW+15/POW-Up	Castle Town (Rescue Luigi at Teehee Valley)	5	300
SCHOOL BADGE	POW+18	Dropped by enemy	0	100
SLEDGE HEART	POW+25/HP-Up Hammer	Dropped by enemy	3	200
SOULFUL BROS.	POW+40/BROS-Auto Gain	Clear action stage	2	180
SPIKE BADGE	POW+8/Spiny-Killer Jump	Dropped by enemy	5	260
SPINY BADGE A	POW+22/Spiny-Killer Jump	Dropped by enemy	0	120
SPINY BADGE AA	POW+50/Spiny-Killer Jump	Little Fungitown (Collect all Beanstar pieces)	4	280
STEADY BADGE	POW+25/BROS+12	Dropped by enemy	0	100
TANK BADGE	POW+45/Spiny-Killer Jump	Castle Town (Rescue Luigi at Teehee Valley)	5	400
WONDER BADGE	POW+22/Lucky Attack	Castle Town (After Princess Peach is kidnapped)	3	140

***EFFECTS: Power-D**: Increases counterattack damage; **Spiny-Killer Jump**: Increases damage inflicted on spiny creatures; **Bros-Auto Gain**: Recovers 10 BP per turn; **HP-Up Jump**: Recovers HP by 10% of damage inflicted by solo jump attacks; **HP-Up Hammer**: Recovers HP by 10% of damage inflicted by solo hammer attacks; **HP-Up Hand**: Recovers HP by 10% of damage inflicted by solo hand attacks; **Lucky Attack**: Increases frequency of lucky hits; **POW-Up**: Boosts POW during battle; **Shroom Force**: Damage inflicted on enemies increases with the number of Mushrooms in your possession; **Item Grab**: Attracts monsters that have items

GIFTS FROM THE CAFE

The proprietor of Starbeans Cafe (who should look familiar to Luigi) will reward you with a special item whenever you blend a new juice for the first time. The gifts you'll receive for your new creations are listed to the right. Note that no matter which juice you concoct first—be it a Chuckle Blend or a Teeheespresso—you'll receive the Greed Wallet afterward. You'll get the Bonus Ring when you create your second drink, and so on.

NAME	ORDER	EFFECT
GREED WALLET	1st	Double the coins you get from monsters
BONUS RING	2nd	Don't lose HP in battle for an EXP bonus
EXCITE SPRING	3rd	Hold the button to always jump on defense
GREAT FORCE	4th	Double the damage you give and take
POWER GRIP	5th	Never drop the hammerhead when defending
COBALT NECKTIE	6th	Double your STACHE points
GAME BOY HORROR SP	7th	Always get rare items from enemies



IMPORTANT THINGS

NAME	DESCRIPTION	AVAILABILITY
AZURE NEON EGG	A bright azure egg laid by a Yoshi	Yoshi Theater
BEAN FRUITS	A juicy bean grown in the ground	On the field
BEANBEAN BROOCH	A pass to Chateau de Chucklehuck	Beanbean Castle
BEANBEAN MAP	A map of Beanbean Kingdom	Stardust Fields
BEANLET	A small, cute green pet	Beanbean Castle Town
BEANSTAR	A powerful, sleeping granter of wishes	Beanbean Castle
BEANSTAR PIECE	The top-left part of the Beanstar	Gwarhar Lagoon
BEANSTAR PIECE	The top-right part of the Beanstar	Yoshi Theater
BEANSTAR PIECE	The bottom-right part of the Beanstar	Harhall's Studio
BEANSTAR PIECE	The bottom-left part of the Beanstar	Chucklehuck Woods
BEANSTONE	A Soybean-civilization jewel	Beanbean Castle
BLUE NEON EGG	A bright blue egg laid by a Yoshi	Yoshi Theater
CRABBIE GRASS	Bitter medicine for Bean Fever	Guffawha Ruins
FAKE BEANSTAR	A cheap-looking, plastic fake	Beanbean Castle
GREEN GOBLET	A dazzlingly beautiful green glass	Chateau de Chucklehuck
GREEN NEON EGG	A bright green egg laid by a Yoshi	Yoshi Theater
GREEN PEARL BEAN	A refreshingly green bean	Gwarhar Lagoon
MEMBERSHIP CARD	An *S.S. Chuckola* membership card	*S.S. Chuckola*
ORANGE NEON EGG	A bright orange egg laid by a Yoshi	Yoshi Theater
PEACH'S EXTRA DRESS	Princess Peach's lovely dress	Beanbean Castle
PEASLEY'S ROSE	A keepsake pass to Beanbean Castle	Hoohoo Mountain
PURPLE CHUCKOLA FRUIT	A fruit with a refreshing flavor	Chucklehuck Woods
PURPLE NEON EGG	A bright purple egg laid by a Yoshi	Yoshi Theater
RED CHUCKOLA FRUIT	A fruit with a robust flavor	Chucklehuck Woods
RED GOBLET	An eye-piercingly beautiful red glass	Chateau de Chucklehuck
RED NEON EGG	A bright red egg laid by a Yoshi	Yoshi Theater
RED PEARL BEAN	A bean that burns red with passion	Gwarhar Lagoon
SPANGLE	Show me the stage, baby!	Gwarhar Lagoon
WHITE CHUCKOLA FRUIT	A fruit with a tangy flavor	Chucklehuck Woods
WINKLE CARD	The trophy of the Winkles	Chucklehuck Woods
YELLOW NEON EGG	A bright yellow egg laid by a Yoshi	Yoshi Theater

ENEMIES

NAME	DODGE METHOD*	ITEM**	HP	SPEED	DEF	EXP	COIN	LOCATION
Anuboo	Jump	Anuboo Jeans/—	60	20	80	60	15	Teehee Valley (page 109)
Beanie	Jump	Woo Bean/Woo Bean	6	18	20	4	2	Hoohoo Mountain—Ascent (page 41)
Bill Blaster	Jump	Mushroom/ —	5	13	25	3	2	Stardust Fields (page 33)
Birdo	Jump/Hammer	Ultra Syrup/Red Pepper	450	37	150	900	99	Teehee Valley (page 109)
Blooper	Hammer	Super Syrup/ —	60	80	50	35	10	Oho Ocean Seabed (page 71)
Blue Virus	Jump	Refresh Herb/Green Pepper	36	80	60	22	4	Woohoo Hooniversity (page 63)
Bob-omb	Hammer	Nut/Red Pepper	30	40	50	16	1	Kingdom Map (page 73)
Boo	Jump/Hammer	1-Up Mushroom/Random Slacks	10	110	1,000	40	10	Bowser's Castle (page 110)
Boomerang Bro	Jump	Ultra Mushroom/ —	60	30	80	100	20	Gwarhar Lagoon (page 88)
Bowletta	Jump/Hammer	—/Max Nut	500	150	180	5,000	999	Bowser's Castle (page 118)
Cackletta	Jump	1-Up Super/—	200	120	150	0	1	Woohoo Hooniversity (page 67)
Cheep Cheep	Jump/Hammer	—/—	40	60	50	60	15	Oho Ocean Seabed (page 86)
Chomp Bro	Jump	—/—	120	80	140	128	8	Bowser's Castle (page 110)
Chuck Guy	Jump	Syrup/—	22	46	32	15	3	Chucklehuck Woods (page 57)
Chuck Guy	Jump	—/—	30	50	50	60	20	Guffawha Ruins (page 81)
Chucklissa	Jump/Hammer	Ultra Nut/Sledge Heart	500	100	130	800	180	Joke's End (page 107)
Chuckolator	Jump/Hammer	1-Up Mushroom/—	300	43	52	260	0	Chucklehuck Woods (page 61)
Clumph	Jump	1-Up Super/—	200	70	50	100	8	Joke's End (page 102)
Dragohoho	Jump	Super Mushroom/—	80	25	30	50	30	Hoohoo Mountain—Ascent (page 44)
Dry Bones	Jump	Mushroom/Mushroom	8	16	26	6	2	Hoohoo Mountain—Ascent (page 41)
Dry Bones	Jump	Super Mushroom/—	40	60	80	68	13	Teehee Valley (page 109)
Eeker	Jump/Hammer	School Slacks/Smart Pants	20	60	34	24	0	Woohoo Hooniversity (page 63)
Elite Troopea	Jump	—/—	40	60	70	40	12	Gwarhar Lagoon (page 88)
Fawful***	Jump	—/—	18/12	1/20	28/28	0/0	2/2	Koopa Cruiser (page 32)
Fawful	Jump/Hammer	Golden Mushroom/1-Up Super	400	120	175	1,500	365	Bowser's Castle (page 118)
Fighter Fly	Jump	Mushroom/ —	5	12	14	2	2	Stardust Fields (page 33)
Fuzzbush	Jump	Refreshing Herb/Bubbles' Pants	15	26	34	24	5	Chucklehuck Woods (page 57)
Glurp	Jump/Hammer	—/—	50	85	90	70	10	Joke's End (page 102)
Gold Pestnut	Jump/Hammer	Spike Badge/Chuckola Badge	11	10	38	50	30	Chucklehuck Woods (page 57)
Goomba	Jump	—/—	4	4	21	2	0	Koopa Cruiser (page 31)
Goomdiver	Jump/Hammer	Super Mushroom/Ultra Mushroom	30	40	70	25	8	Oho Ocean Seabed (page 71)
Gritty Goomba	Hammer	Nut/Mushroom	30	60	70	30	4	Teehee Valley (page 76)
Gunner Guy	Jump	Ultra Mushroom/—	60	90	120	90	25	Bowser's Castle (page 110)
Hammer Bro	Hammer	—/—	100	90	130	132	25	Bowser's Castle (page 110)
Hermie III	Jump/Hammer	Max Nut/Lucky Ribbon	400	52	140	450	80	Gwarhar Lagoon (page 93)
Hoohoolia	Jump/Hammer	Ultra Nut/Sledge Heart	500	100	130	800	180	Joke's End (page 107)
Hoohooros	Jump	1-Up Mushroom/—	45	32	30	30	20	Hoohoo Mountain—Ascent (page 44)
Ice Snifit	Jump/Hammer	Ultra Mushroom/—	60	90	100	68	18	Joke's End (page 102)

NAME	DODGE METHOD*	ITEM**	HP	SPEED	DEF	EXP	COIN	LOCATION
Iggy	Hammer	Max Mushroom/1-Up Mushroom	550	93	145	800	99	Bowser's Castle (page 112)
Jojora	Jump/Hammer	1-Up Super/—	50	105	999	500	200	Joke's End (page 107)
Lakipea	Hammer	Woo Bean/Woo Bean	40	35	60	20	12	Kingdom Map (page 62)
Larry	Hammer	Max Mushroom/1-Up Mushroom	550	93	145	800	99	Bowser's Castle (page 118)
Laser Snifit	Jump	Mushroom/—	20	50	40	20	4	Woohoo Hooniversity (page 63)
Lemmy	Hammer	Max Syrup/Green Pepper	380	120	155	800	99	Bowser's Castle (page 114)
Limbo Bro	Jump/Hammer	—/Ancient Pants	45	70	80	80	14	Teehee Valley (page 109)
Ludwig	Jump/Hammer	1-Up Super/Red Pepper	550	93	130	800	99	Bowser's Castle (page 114)
Magikoopa	Jump	Ultra Syrup/—	100	80	150	110	20	Bowser's Castle (page 110)
Malibut	Jump/Hammer	Super Mushroom/Super Syrup	60	50	80	68	8	Oho Ocean Seabed (page 86)
Mecha-Blooper	Jump	1-Up Mushroom/Red Pepper	80	20	90	92	12	Oho Ocean Seabed (page 86)
Mecha-Chomp	Jump	Nut (or School Emblem)/—	36	30	56	26	6	Woohoo Hooniversity (page 63)
Mom Piranha	Jump/Hammer	Spiny Badge AA/—	220	40	60	400	50	Beanbean Airport (page 75)
Morton	Jump/Hammer	Max Nut/Bowser Fist	500	67	160	800	99	Bowser's Castle (page 113)
Oholina	Jump/Hammer	Ultra Nut/Sledge Heart	500	100	130	800	180	Joke's End (page 107)
Oucher Glass	Jump/Hammer	Green Pepper/—	40	30	60	60	5	Guffawha Ruins (page 81)
Parabeanie	Jump/Hammer	Woo Bean/Super Mushroom	20	30	30	9	2	Kingdom Map (page 54)
Paratroopea	Jump	Woo Bean/—	40	80	50	20	4	Kingdom Map (page 73)
Pestnut	Jump/Hammer	Mushroom/Super Mushroom	15	30	38	15	2	Chucklehuck Woods (page 57)
Pestnut	Jump/Hammer	Refreshing Herb/—	40	20	50	35	5	Oho Ocean Seabed (page 71)
Piranha Bean	Jump	Piranha Swing/Piranha Suit	180	60	138	150	1	Kingdom Map (page 99)
Piranha Plant	Jump	—/—	30	80	40	6	1	Beanbean Airport (page 75)
Popple	Hammer	Green Pepper/—	100	100	30	50	30	Chateau de Chucklehuck (page 56)
Popple	Hammer	Red Pepper/—	150	100	50	120	33	Woohoo Hooniversity (page 68)
Popple	Jump/Hammer	Super Mushroom/—	520	120	155	600	120	Chucklehuck Woods (page 97)
Popple	Hammer	Green Pepper/Golden Mushroom	500	120	180	500	99	Teehee Valley (page 109)
Puffer Cheep	—	Refreshing Herb/—	40	60	50	80	10	Gwarhar Lagoon (page 88)
Queen Bean	Jump/Hammer	1-Up Super/—	120	90	30	142	10	Beanbean Castle (page 53)
Red Virus	Hammer	Red Pepper/Ultra Nut	36	60	40	22	4	Woohoo Hooniversity (page 63)
Rex	Jump	Syrup/Syrup	16	10	24	8	3	Hoohoo Mountain—Ascent (page 41)
Rookie	Jump/Hammer	1-Up Mushroom/—	120	30	40	110	34	Chateau de Chucklehuck (page 56)
Rookie	Jump/Hammer	1-Up Mushroom/—	250	60	60	180	33	Woohoo Hooniversity (page 68)
Roy	Jump/Hammer	Max Syrup/Bowser Fang	550	67	145	800	99	Bowser's Castle (page 116)
Scaratroopea	Jump	—/—	70	70	100	48	20	Joke's End (page 102)
Sharkbone	Jump	Ultra Syrup/—	25	80	40	120	14	Gwarhar Lagoon (page 88)
Sharpea	Hammer	Woo Bean/Woo Bean	8	32	22	2	1	Kingdom Map (page 47)
Sniper Bill	Jump/Hammer	Ultra Syrup/Ultra Syrup	80	110	145	80	10	Bowser's Castle (page 110)
Spiky Snifit	Jump	Red Pepper/Syrup	80	30	50	67	5	Teehee Valley (page 76)
Spiny	Hammer	Mushroom/—	14	24	28	15	1	Beanbean Castle (page 52)
Starkiss	Jump	—/Hand Aura	30	100	70	58	1	Oho Ocean Seabed (page 86)
Super Fly	Jump	Mushroom/—	10	40	25	12	2	Beanbean Castle (page 52)
Sworm	Jump/Hammer	Woo Bean/Ultra Mushroom	14	25	22	14	4	Kingdom Map (page 47)
Tanoomba	Jump/Hammer	Woo Bean/Green Pepper	30	10	40	20	0	Kingdom Map (page 94)
Teeheena	Jump/Hammer	Ultra Nut/Sledge Heart	500	100	130	800	180	Joke's End (page 107)
Time Bob-omb	—	—/—	—	1	999	0	0	Bowser's Castle (pages 116-118)
Tolstar	Jump	1-Up Mushroom/—	52	17	36	30	0	Stardust Fields (page 36)
Troopea	Jump	Woo Bean/—	20	30	30	16	3	Kingdom Map (page 62)
Trunkle	Jump/Hammer	1-Up Mushroom/Lucky Bros.	110	55	130	440	88	Teehee Valley (page 79)
Wendy	Jump/Hammer	Max Nut/—	350	93	130	800	99	Bowser's Castle (page 117)
Wiggler	Jump	Super Mushroom/—	34	37	28	120	0	Chucklehuck Woods (page 61)
Yellow Virus	Hammer	Refreshing Herb/Steady Badge	36	40	80	22	4	Woohoo Hooniversity (page 63)
Yo Bro	Jump	Syrup/—	40	45	50	30	10	Woohoo Hooniversity (page 63)

*Dodge method indicates the means by which you should be prepared to dodge the enemy's attacks.

**The first item listed for each enemy is what you may receive upon defeating that enemy. The second item is what you can steal using the advanced commands for the Swing Bros. Attack.

***The first number listed is Fawful's stat while he's in the air. The second number is his stat while he's on the ground.

Enemies listed in red are bosses.

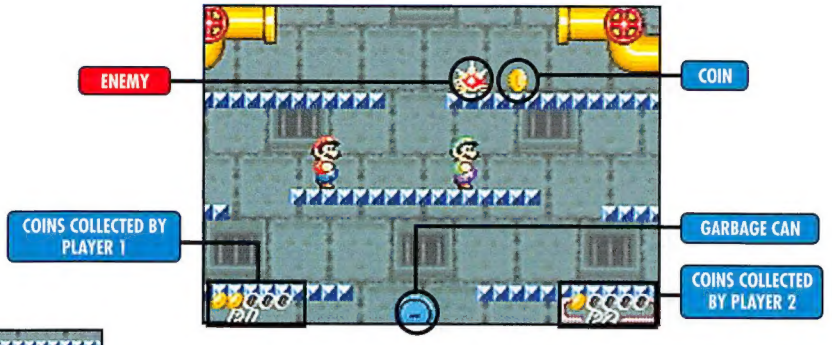
Mario Bros. Battle & Classic

The Mario Bros. Battle and Mario Bros. Classic included with Superstar Saga are compatible with all of the Super Mario Advance games.

Mario Bros. Battle (2 to 4 players)

Grab the coins!

Mario Bros. Battle is a race for coins. The first player to collect five coins wins. If you bump your rivals from underneath, they'll be stunned and unable to move for a few seconds. If you're stunned, press A repeatedly to recover. To jump on top of a rival Mario and pick him up, press the B Button, then press B again to throw him at enemies. If a rival is picking you up, press Left and Right on the Control Pad repeatedly to escape. Try to use the enemies and items to your advantage.



To stun an enemy and flip it over, jump up and bump it from underneath.

Once an enemy is on its back, you can run into it to kick it offscreen.

You can pick up your rivals and throw them in the garbage can to keep them out of action for a while. If you're trapped in the garbage can and an opponent is standing on top of it, use the Super Jump to knock him off.

Enemies

- Just flip the Spinys over and kick them off the screen.
- You'll need to bump the speedy Crabs twice to stun them.
- You can stun Fighter Flies only when they land on the floor.
- To put Fireballs out of action, hit the floor just as they land.
- Knock out Freezys quickly or they'll freeze the floor.

Garbage can items

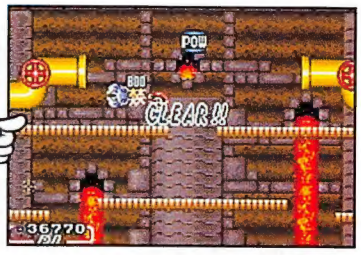
- Koopa Shells damage anything they hit when you kick them.
- POW Blocks stun all enemies on-screen and shrink rivals.
- Fish Skeletons are useless (and they smell funny). Toss 'em.
- Eggs contain one of the three items below.
- You must collect five of these coins to win the battle.
- Hearts turn you into Super Mario!
- Starmen make you temporarily invincible.

Mario Bros. Classic (1 to 4 players)

Before they were super...

The goal in Mario Bros. Classic is simple—defeat all of the enemies in a level to move on to the next level. Up to four people can play cooperatively, but unlike Mario Bros. Battle, you'll need one Game Pak per player.

Enemies will come pouring out of the pipes. Use the POW Blocks to knock all of them on their backs.



You must defeat all of the enemies in a level to clear it. Afterward, you'll move on to the next level.

FLATTEN YOUR FOES

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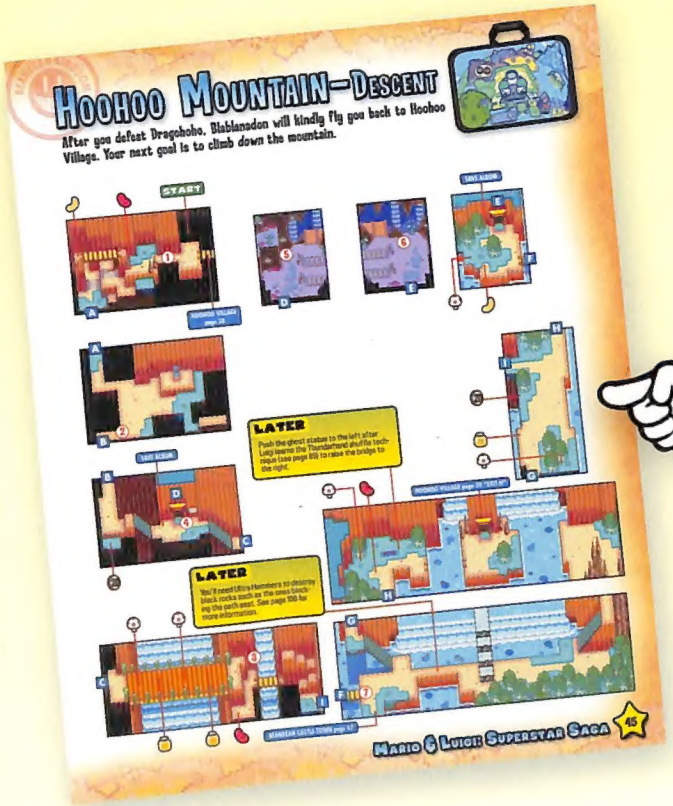

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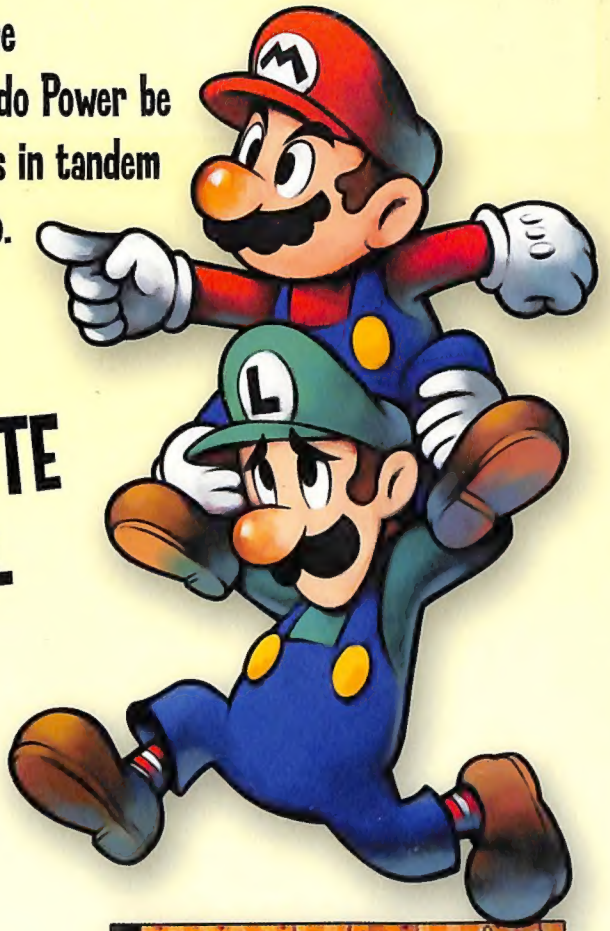

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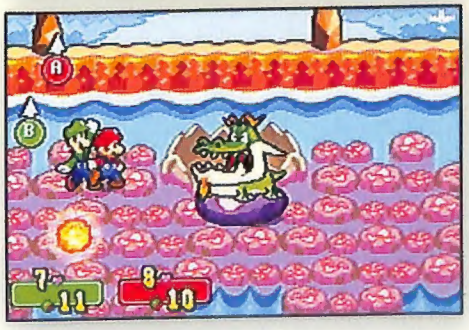

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